THE WORLD'S BEST-SELLING SPECTRUM MAG!

JULY 1992 No 79 £2.50 Schwing Packed Free Tape

YOUR SINCLAIR

NOT an official Kellogs™ Publication

TURBO THE TORTOISE

Sonic and Mario move over, a new kind of superhero is here!



HOLY ZIMMER-FRAMES!

IT'S.... CAPTAIN DYNAMO!

Damned if it ain't the Mag 7 tape. This month, **On the Run** and **Turbo the Tortoise.** Blartingly brill!

W	E	E	B	S	I	R	F
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RUN TO PAGE 65 FOR THE WORDS. HURRY!

FLiP!

The Ultimate Guide To Life, Love and Loofahs!

- How to survive hols with your parent dudes!
- While away those lazy summer days with a good frisbee session!
- And! Lawnmower Man reviewed; virtual brilliance or virtually crap?

Plus! Grell & Fella hit town and act like complete fairies! ● Steg the slug's slimey antics are covered in our gastropodic review! ● We've Snared a corking puzzle game! ● Can I take your coat sir?

Future PUBLISHING
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Toot my flute mama!
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SCHOOL'S OUT FOR EVER!

When you have nothing to say, say nothing . I did. Anyway, what was the first thing you did after your last exam?

YOUR SINCLAIR ABC 59,059

Editor: Andy ***(Got arrested for being drunk and disorderly while at college)*** Hutchinson ♥ **Art Editor:** Andy ***(Flicked the V's at a teacher and then skipped home)*** Ounsted ♥ **Deputy Editor:** Linda ***(Went baby sitting)*** Barker ♥ **Staff Writer:** Jon ***(Sat down with a cream tart and a nice cup of tea)*** Pillar ♥ **Art Assistant:** Maryanne ***(Tried Sherry for the first time)*** Booth ♥ **Advertising Manager:** Alison ***(Sighed)*** Morton ♥ **Senior Sales Exec** Jackie ***(Went shopping)*** Garford ♥ **Production Co-ordinator:** Lisa ***(Burned her books)*** Read ♥ **Publisher:** Jane ***(Went for a wee)*** Richardson ♥ **Promotions Manager** Michelle ***(Went to see David Bowie in concert)*** Harris ♥ **Promotions Assistant** Tamara ***(Burst into tears)*** Ward ♥ **Group Publisher:** Greg ***(IWent screaming off in a customised Beetle across Waterloo Bridge shouting along to Talking Heads' Psycho Killer & The Only Ones' Another Girl Another Planet)*** Ingham ♥ **Circulation Director:** Sue ***(Went and had a froffy coffee)*** Hartley ♥ **Assistant Publisher** Julie ***(Left Coventry instantly and vowed never to return)*** *Stuckes* ♥ ***Your Sinclair (Went to bed for a week),* Future *(Considered a career as a dentist)* Publishing,** 30 Monmouth Street, Bath, BA1 2BW, Tel (0225) 442244, Fax (0225) 446019 ♥ **Managing Director** Chris ***(Drank most of a bottle of bubbly and then... can't really remember)*** Anderson ♥ **Subscriptions:** Future Publishing Ltd, Somerton, Somerset, TA11 6TB, Tel (0458) 74011 ♥ **ISSN:** 0269 6983 ♥ ***Your Sinclair*** fails its exams, but just doesn't care with other rebelious mags like: *Commodore Format (Went on a Venture Scout jamboree), Amstrad Action (Burnt school books), Amiga Format (Went down to the beach in Bournemouth), PCW Plus (Dived fully clothed into a swimming pool), PC Answers (Signed up for re-sits), PC Plus (Cried), Sega Power (Won a race to get out of a three hour exam and into the bar first [winning time 45 mins]), Amiga Power (Asked everyone else what question five had actually meant), Amiga Shopper (Caught a plane to Venice), Classic CD (Listened to a nice symphony), Needlecraft (Stiched a noose), Cycling Plus (Went home), Photo Plus (Joined the moonies) Mountain Biking UK (Went to see a personal supervisor to explain why they'd only turned up for half an hour and written their name in the first exam of the season), PC Format (Fed school blazer to the dogs and watched them rip the thing to pieces), Public Domain (Broke wind), ST Format (Went inter-railing to Greece, France, Germany etc),Total! (Dossed in the sun until shoehorned out of the garden by mom and dad to go and get a job)* and *Today's Vegetarian (Went hurtling to the pub faster than you could say transcontinental plate tectonics)* and *coming soon... What Scart Lead.*

But what we *really* want to know is... if Mickey's a mouse, Donald's a duck and Pluto's a dog, what the hell is Goofy?

Future PUBLISHING

CONTENTS

It seems like an eternity. You walk out of those school gates in mid-June and there are six and a half weeks of fun and sun ahead of you. Typically you spend the first two weeks in bed watching re-runs of Champion the Wonder Horse, but by the third week you're a bit bored and decide to engage in other activities.

My summer holiday was spent doing an endless series of stupid things. Their crapness depended largely on how bored I was, but included: playing kerbie, throwing pebbles at doggies doing rude things, building bike ramps to jump over, going in search of haystacks to jump off and onto (painful), building dams out of mud in rivers (messy), learning to swear in Punjabi (cheers Satnam) and attempting to attract girls by acting stupid around them.

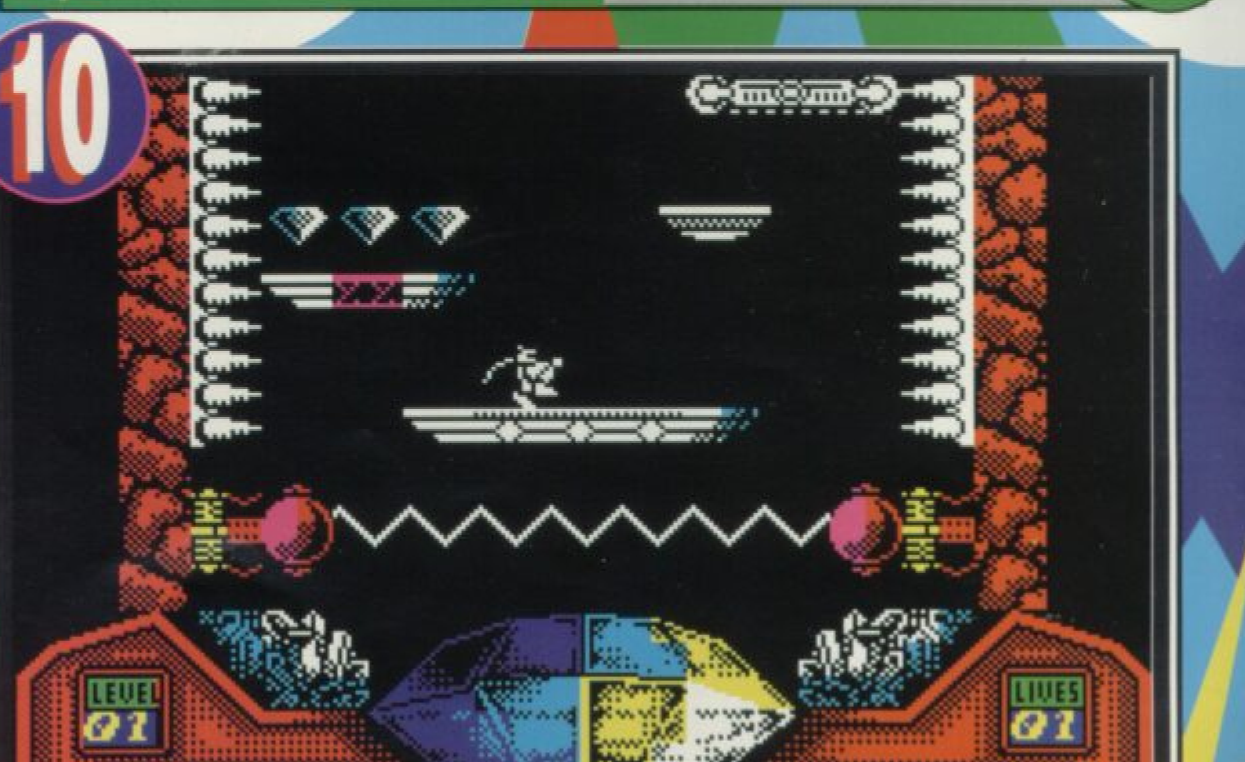
Thankfully, here in the shed we still engage in ridiculous activities during the summer. Top of the list is playing nearest the bull to decide who goes and gets the Mr Men ice lollies, although close behind is boffing Andy O over the head with our inflatable shark.

This issue is dedicated to life beyond exams and the stress free days of summer. And what better way to unwind than to read YS and play on your Speccy. Have fun and remember, life's too short! Cheers...

Andy



10



Hot rockin' Cap'n Dynamo gets the YS treatment. Such a lovely old man...

NEXT ISSUE ON

S JULY • 79

REVIEWS

PREVIEWS



Cards on the table

In which Linda comes up with some rather ermm, interesting uses for the fabby high score card which was free on last month's issue.



Sam Centre

In which Jon Pillar checks out all the latest developments for the cuddly SAM. It's the only SAM column worth bothering with!

THE REGULARS



Wired!

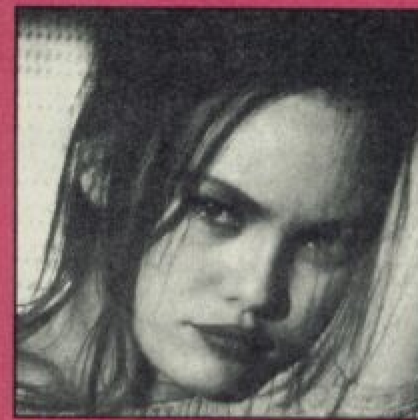
If you'd like to expand your Speccy. Check out our hardware round-up!



Flip!

This month – how to survive and actually enjoy holidays with your folks. And! The fine art of frisbee flinging. Plus! All the latest book, video, music and film releases. The whole thing's 'pletely skill!

SALE JULY 2ND



Andy Hutchinson the venerable editor reckons that the sexiest person on the planet is Vanessa Paradis. Moving on...



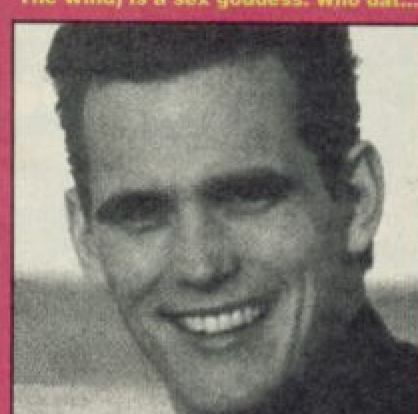
Andy Ounsted Art Editor to the stars thinks that the young Diana Rigg (who?) is dead horny. Ermm...



Linda Barker the groovesome Deputy Editor fancies the universally renowned Lee Hazlewood. (Nurse!)



While Jon Pillar our Staff Writer feels that Vivien Leigh (her out of Gone With The Wind) is a sex goddess. Who dat...



Aha! Maryanne Booth the Art Assistant. Her hunkiest dude: Mr Horny himself Matt Dillon. Phwooar!

YOUR SINCLAIR

THE MAGNIFICENT 7

Pull your trousers up, take off your shoes and wiggle your toes! It's time to wade into the cool refreshing waters of the Mag 7 tape. It's time to wallow!



Get those trainers laced up! It's the complete game of ON THE RUN on page four.



2112 AD – it's a year, it's a complete game and it's on page five. Hurrah!



Are you ready to glow? Turn to page five for our playable demo of TURBO THE TORTOISE.



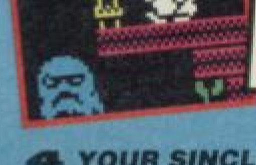
It's back! NON COMPOS MENTIS 2 is on page six.



Strap on your armour and clank over to page six for our reader game – EXILED.



Whistle your way over to page eight for our SAM UTILITY.



Harumph! Garumph! POKERAMA's on page eight.

ON THE RUN



Design Design

COMPLETE GAME



The forests of Kimbling Sweet are home to a variety of fascinating creatures. There are the Large Green Frogs, the Small Blue Sentient Mushrooms and the Loon in a Suit. Amazing.

You're ace criminal Wendy Strawberry, and for the last five years you've been confounding the police forces of three galaxies with your daring exploits. Having pulled off the coup of the century – the Implausible Nine Hoops Hall Job – you decide to retire to the wonderfully boring and picturesque backwater of Kimbling Sweet. Tragically, while you bask and grin in the twin suns of Jimp, the police track you down through the fingerprints you left on Emil Puh's fried diamond cluster. *(Damn that Emil Puh and his fried diamond cluster. Ed)* One bright morning Detective Inspector Thong arrives to arrest you, but tweaking his nose in characteristic fashion, you jump out of the window and make a stylish getaway in a powered spacesuit.



While about her chaos raged, Wendy stayed calm. Feigning culinary incompetence, she threw away a marshmallow.

Flying through the forests that surround Kimbling Sweet you notice that the wildlife seems strangely large and dangerous. It turns out that the whole area has been accidentally irradiated by a multigalactic corporation. Deep within the forests lies a giant mushroom that within one hour will turn into a giant mushroom cloud. The planet seems doomed – unless some passing heroine douses the unstable fungus with six vital chemicals. As you've got nowt else to do for the afternoon, you decide to give it a try.

On the Run is a shoot-'em-up in the grand old tradition. The forests are huge flip-screen mazes, bloated to the proverbial gills with some of the strangest nasties you'll ever see. Flitting about the place with the aid of your Little Wonder jet pack, you have to find the six chemical flasks that are unsurprisingly hidden away in the darkest corners of the forest. There are other objects lying about, some of which boost your energy, some of which, um, don't. Logic and amazing luck will help you sort out which is which. One more thing – at certain points you'll find your path blocked by a couple of giant frogs. These chaps need particular objects to placate them, so be sure to nip off and find a particular object. (Ahem.)

The game is everso simple, ridiculously playable, and features some blindingly colourful graphics. Impressive? Even the normally dour and cynical Andy O was moved to comment, "It's dead pear and peachy swell." And you can't say fairer than that. (He's a character, isn't he Spec-chums?)

CONTROLS

Joystick or definable keys
1 Toggle sound
2 Pause
3 and 4 Quit



Elsewhere, a box of scrumptious chocolates ran riot. Wendy had no choice but to fly away and join a travelling band.

2112 AD

Design Design

COMPLETE GAME

Pity the citizens of London in the year 2112 AD. Eddie the central computer has gone a bit loopy, and is contemplating withdrawing all the oxygen from the city for a lark. The only hope for the quaking Londoners lies with ex-plumber Lionel Seemly and his amazing electric pooch Poddy. Armed only with grimly-set jaws and a nifty icon control method, Lionel and Poddy have to battle their way through London and find six ROM cards that will make everything lovely and super and nice again.



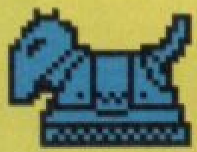


"Hope you feel better," eh? That's nice. If only more Speccy games would take an interest in your health. It would make the world a better place.



The game's a sinisterly sneaky arcade-adventure, with lots of locked doors and nasty guardians. We'd love to give you loads of tips, but this would obviously spoil the fun of figuring out what you're meant to do. *(Spot the gamester who couldn't get past the second locked door. Ed)* We can, however, give you a few pointers. First, a word about icon control. When you start the game, you'll be in direct control mode. Wibbling the joystick will cause Lionel to plod around the screen, followed erratically by Poddy. Pressing fire will drop you into the icon panel at the bottom of the screen. Simply click on an icon to call up the relevant sub-menu and the game will take it from there. Not sure which icon does what? Then click on the question mark to bring up a help screen. Once you've finished a-tripping through icon land, click on the Q icon to flip back through the pages. The last Q quits the selection panel, and bingo! You're back in the game.

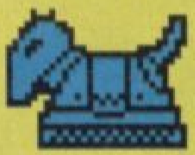
Right, now for some handy hints. Poddy is vital to the mission, as he can carry loads more than you. Unfortunately, being a somewhat independently-minded electric pooch, he has a habit of wandering off. If you leave a room without him, you'll get the poignant message, "You left Poddy." This is not a good idea. Trust us. To get out of a room with Poddy in tow, stand by the door until Poddy takes it into his head to roll over to you. When he reaches you and starts nuzzling your trousers, walk through the door. He'll follow you through in true man's-best-friend fashion. Probably. There are tons of objects to collect and use, most of which are sneakily hidden behind





But unknown to either of them , disaster lurked around the corner. If you peek, you can just see it. There's a bit sticking out there.

the furniture. The screen may look cluttered when you enter a room, but fret ye not! When you walk up or down, bits of the room disappear to reveal what's behind 'em. Cunning, dashed cunning.



Oh, one more thing. You can't actually defeat the robot guardians that are, um, guarding the computer, er, robotically. Your best bet is to always carry a first aid kit, because if the guardians catch you, they zap you with a paralysing ray. Okay. Enough hinty bits? Thought so. Gird those loins and sharpen those wits, because the sad and terrified people of London await! *(Serves 'em right for not living in wonderful Wales. Jon)*

CONTROLS

O – turn left/pointer left
P – turn right/pointer right
Q – move forwards/pointer up
A – pointer down
N – fire/select icon pointer

TURBO THE TORTOISE

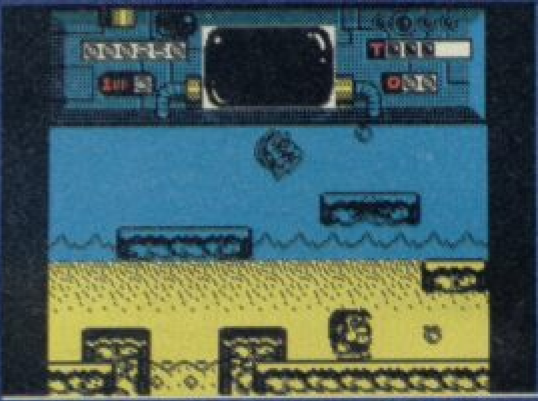
Hi Tec

PLAYABLE DEMO

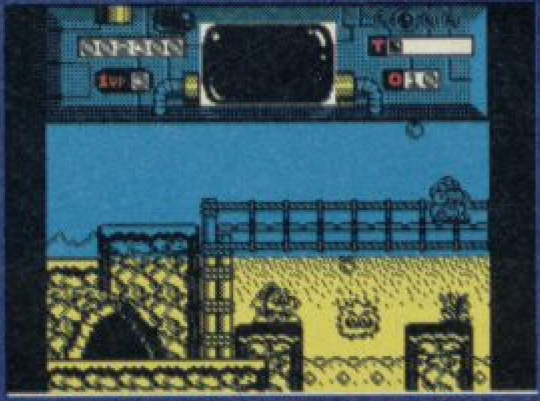
He's lean, he's green and he's a bit radioactive! Once an ordinary tortoise, Turbo picked the wrong place to kip and was exposed to Dr Mulliner's fiendish Matter Doesn't Matter ray. Now he's on a quest through time to save the world. Or something. In our one level demo, you have to leap about the platforms of Prehistoric Land, collecting all the cherries you can find, sniffing out the secret rooms and shining your shell in preparation for defeating the huge end-of-level baddie. As befits a super-reptile, you can dispose of your many (many) enemies by jumping on their heads. *(Obvious really. Ed)* It's a load of fun, with some dead sweet characters and a healthy sense of the ridiculous. Visual Impact (the programmers) are pretty certain that the finished game will be even better than *Potsy and Co*, and if this lettuce-nibblingly fine demo is anything to go by, they could just be right.



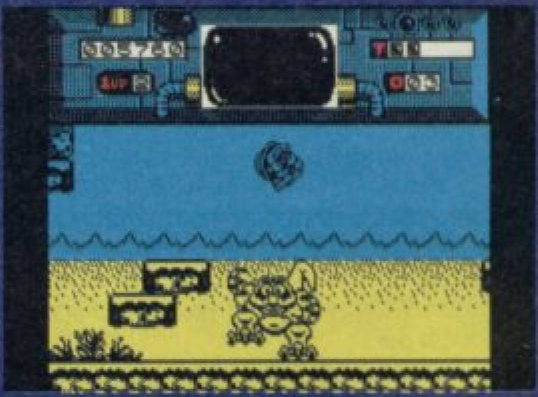




But the most interesting item in the tableau was Caveman Ted spitting an apple across the screen.



That thing in the air is never a fireball. Come off it. Anyone can see it's a tribble. It's obvious.



Levin and Jade were a successful music hall act. Their speciality was the Levin Tapdances With Jade Bouncing On His Head routine.



CONTROLS

Joystick or definable keys

NON COMPOS MENTIS 2

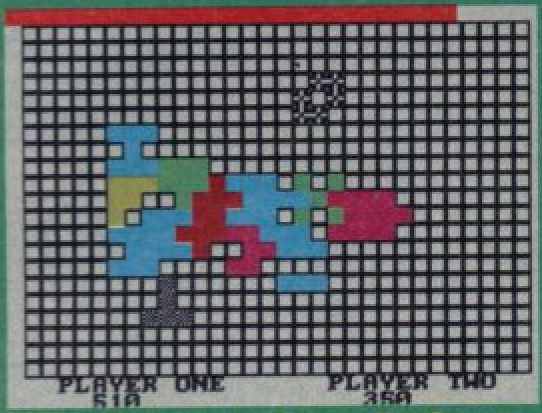
Nigel Grange

READER GAME

When the original game appeared a few months back, the country resounded to sixty thousand Spec-chums yelling, "Oh, blocks!" And now *the* incredibly frustrating, creepily addictive puzzle game has spawned a sequel. The idea's the same – you have to neatly fit together a load of blocks, in order to cover an area of the screen and progress to the next of twenty-five levels. The sneaky thing is, there's a time limit.

Across the top of the screen sits an innocuous red bar. When you put a piece on the board, a cheery bit of the bar is lopped off. But watch out! If you wait too long to put down another bit, the bar will creep nastily along the screen again. If it reaches the right of the screen then it's game over time. Oily doilies!

If you're the kind of person who laughed at the original and completed it with one eye shut, you'll be pleased to hear that the sequel has been expanded and improved. For one thing, two players can take up the challenge simultaneously. What a way to ruin a friendship, eh? There are detailed instructions in the front-screen scrolly, so load up the game and start gnashing your teeth.



Hello and welcome back to our *Non Compos Mentis* caption series. Here, you can see that we're actually doing quite well.



And here you can see that we've failed miserably. Again. Join us next month for two captioned screenshots from *Non Compos Mentis 3*. B-bye.

CONTROLS

Joystick or selectable keys
G – Quit game

EXILED

Andrew Hall

READER GAME

Curse your gambling tendencies! As famed braggard Chevlon the Wanderer, you've bet your old friend Morglin that you can prove the existence of Doyerin dragons. Now you've got to traverse some pointedly dangerous territory in order to find one of the beasties, and use a magic sphere to project an image back to your chucklingly sceptical pal.

Exiled is an adventure game for people who don't like adventure games. There's no typing involved – the whole adventure is icon driven. It features interactive characters, smart graphics and teasingly pleasing puzzles.Presented with the kind of polish that would do a commercial release proud, *Exiled* is a fine introduction to the noble art of spelunking. Even so, it takes a bit of explaining.

Cast a critical eye over the screenshot alongside and familiarise yourself with the controls (I may be asking questions later). It's obvious what most of the commands do, but as in life, a few things need explaining. The Select command is one of the most important. After clicking on it you have to choose which character you hope will help out. The name of the character will then appear in the control window and your next command will refer to that character. So, for example, if you were trying to get the money from Balorn, click on Select then click on Balorn. Now select command "Give money" and finally click on Chevlon (your character.) Provided Balorn is in a jovial frame of mind, he'll hand over the cash. Simple, eh?

The other tricky bit is the Cast Spell command. According to the level of the spell, casting it will cost you four to six magic points. The list of spells is down there. No, down *there*.

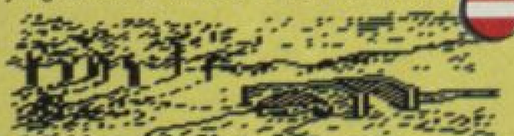
1. Main icon menu. From the top: go north, go west, tape sub-menu, go east, get object, go south, drop object, action sub-menu, character sub-menu, select character, inventory, current stats, look around.



2. Sub-menu window. Highlight an option to perform that action. 1 returns to main menu. NB - if you quit a game, you'll need to have a saved position ready. Or else load the game again!

Spell	Costs	Effect
Cure character	1	Heals five hits
Analyse	1	Checks for magic object
Detect trap	1	Detects traps.
Pick lock	1	Pick locks.
Heal character	2	Heals ten hits.
Disarm trap	2	Helps disarm traps.
True heal	3	Heals fifteen hits.
Waterbolt	3	Fires water at target.
Confuse	4	Lowers agility of target.
Ice bolt	4	Fires ice bolt at target.
Create money	5	Creates eight coins.
Fire bolt	5	Fires fire bolt at target.
Friend	6	Befriends caster.
Dark bolt	6	Fires energy bolt at target.

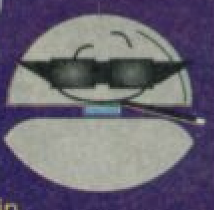
And lastly, a few tips. (Don't say we're not fabulously helpful here in the Shed.) To gain experience, pick locks, disarm traps and attack characters. If you're low on energy and out of magic, don't despair, as there are a couple of life-restoring items lying around. Where? Heh heh heh...



CONTROLS

O – pointer left
P – pointer right
Q – pointer up
A – pointer down
M – select icon
1 – Quit from menu
2 – Next page of menu

SAM SCREEN COMPRESSOR



David Gommeren

SAM COUPE UTILITY

How do all those SAM disk zines fit squillions of fabby colour pics onto a single SAM disk? Why, it's simple. They use a screen compressor. These spectacularly useful programs take a SAM screen and squeeze out all the unnecessary bits, producing a crunched image that fits snugly into a substantially smaller space. Just think what you could do with a screen compressor. You could, um, compress some screens and impress your friends. Or you could, er, compress some screens and impress your friends. Well, you get the idea. *(Yes, we do get the idea. Ed)*

Lord Insanity's PD SAM Coupe Screen Cruncher (really!) is a dead simple screen compressor. You merely have to load it up, select the Compress Screen option and follow the prompts to load in a MODE 4 screen. Then sit back for a bit while the prog struts its funky mathematical stuff, and bingo! You've got a ready-to-save crunched code file. Conversely, when you want to decompress a screen, you just select the Decompress Screen option, and, er, the program does the rest. What else? Oh yes – it handles both ordinary MODE 4 and *Flash!* screens, and has a special slideshow option if you should want to crunch a bundle of screens at once. If you want to use the crunching routines in your own programs, there's even a bit of waffle to help you do just that. And, um, that's about it really. Load up *LIPDSCSC* (we call it Wiggy for short), use the in-built routine to back it up to disk, and squash those pics.

Blimey. So much space and so little to say. Did we ever tell you about the time we went camping in the Lake District? No? Well, it was a bright but nippy day, and the prospect of a fine week's holiday was ahead of us. Simperington-Boons was slightly apprehensive, but that was due to his little run-in with the Inland Revenue that tax year. Noddy the dog barked excitedly as our little expedition left Mrs Dibb's coffee emporium. We were off! (The rest of this story will be serialised in the text of Input Output over the next four months. Order your copies now!) *(Stop lying. Ed)*

CONTROLS

Just follow the menus

POKERAMA

Jon North

Jon North – dedicated or what? This month, we found out that the tape deadline was much earlier than usual. Panic-stricken, we rang Jon and blubbed down the phone at him "No worries," he said, in the quaint Surrey accent that has made many a girly go all weak at the knees, "I'll take care of it." And take care of it he did! Despite holding down a part-time job at Safeways, and despite the rigours and demands of a full-time clubbing lifestyle, Jon turned in five hours on his Speccy, each night without fail. Even so, he was hard-pressed to complete *Pokerama* on time. "Desperate situations demand drastic solutions!" he quipped, in the quaint Surrey accent etc etc, and breaking into his next door neighbour's garage, he began furiously to construct a time machine. After several days' work, the device was completed. Bundling his Speccy and collection of games into a haversack, he flipped the starter swtich. A blue glow enveloped our intrepid hero, and he was thrown into the whirling maelstrom that is Time Itself. Sadly, Jon's maths were a bit out, and he found himself in the midst of the American Civil War. Pausing only to give General Grant a few handy tips (not for nothing is our Jonty known as the original Renaissance Man), he made a few minor adjustments to the time machine and tried again. This time, he found himself surprising the Spanish Inquisition in a mediaeval court. Making his apologies and leaving, Jon tried one more time. This time, he found himself at the birth of the universe, and took the opportunity to quiz God quite closely on the secrets of life. Finally getting his machine to behave sensibly, Jon dialled the co-ordinates for his bedroom. Materialising three days before we rang about the new deadlines, Jon took the opportunity to finish off *Pokerama* and send it in early. But the joke was on him all along! By traversing the tides of time he had made three subtle alterarions to the very fabric of history, with the result that (a) Amelia Earhart appeared suddenly and without explanation in a chemist's shop in Nasty, (b) Salvador Dali recovered from his long illness but turned into a pistachio nut ice-cream cone, and (c) the YS tape deadline was put *back* by five days, not forward.

How we all laughed about it later over tea!

"Doctor" Northy's temporally distorted hacks this month are...

Monty On The Run – infy lives, harmless crushers, aliens and water
Auf Wiedersehn Monty – infy lives, harmless everything
Mountain Bike – infy lives
Midnight Resistance 48K – infy lives
Nonterraqueous – infy lives and psyche
Soul of a Robot – infy lives and psyche



"Welcome on board Flight 1313 to Basingstoke. Sorry. We couldn't get clearance to go anywhere interesting."



Monty was a sensible mole. This completely failed to explain why his house contained a ghost and a ball with teeth.

TAPE TRUBBS

Your cuddly YS covertape has been designed and constructed from the finest, most supple components by Neddie Wretched, the well-known barber of Ribbleton. As such it is guaranteed never to require a hasty short back and sides. However, we cannot promise that it might not one day feel a bit ill and fall over in a disturbing manner. If the unthinkable should happen, gather up your tape and wrap it gently in a sae. Then enfold the whole package in an air-bubble bag and send it courtesy of your postie to YS Mag 7 No 15, July Ish, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD – **NOT TO US!** Now sit back and sip slowly at your mint julep until 28 days have passed. As if by magic, a fresh and clean cassette will plop onto your doormat.

Pssst



Frankly Spec-chums, we're disappointed in you. After telling you about the forthcoming ZX92 Speccy's tenth birthday party celebrations, we expected millions of you to ring up the organisers and beg for tickets. But only 25 of you bothered. As a result the original super-expensive venue was cancelled, and the party was relocated. So it was that Jon, intrepid YS partygoer, found himself rubbing shoulders with the slightly rich and fairly famous in the upstairs snug of the Boat House pub down Cambridge way.

Despite this inauspicious start, the ZX92 party was actually a load of fun. The room was filled with Speccies, QLs emulating Speccies, SAMs emulating Speccies and an Amiga emulating a QL emulating a Speccy! As an accompaniment to the sounds of general merriment and loud singing, a special backing tape comprising music from famous Speccy games rocked on in the background.

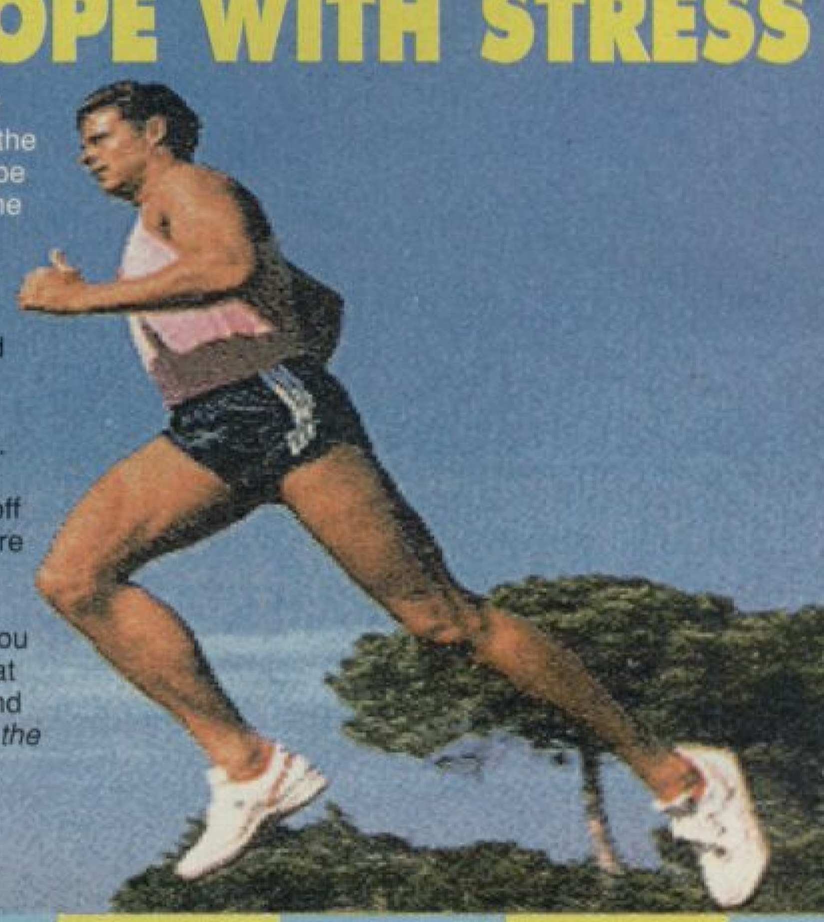
Sadly, Sir Clive couldn't make it. (His Zike broke down outside Cheltenham, or something.) Instead, the faithful few were treated to speeches and demos, and cake and fizzy drinks. John Matheson, one of the original Sinclair crew, brought one of the pure white Speccies produced to mark the machine's millionth sale back in 1988. SAMCo bod Bruce Gordon turned up with a prototype hand-wired Coupé, and everyone chattered away into the wee hours about how the Speccy had changed their lives. The party finally broke up when the landlord started banging on the ceiling with a broom, and everyone went home woozily happy, promising they'd meet again in ten years time. Everyone that is, except Jon. He'd missed the last train home and had to spend the night in Paddington station. Ha ha!



It's those merry ZX92 partygoers in full! From the left; Sir Clive Sinclair, David Soul, Dr Andy Wright, Gary Glitter, Rupert the bear and, er, Judge Dredd. ***(You're lying, aren't you? Ed)***



HOW TO COPE WITH STRESS



A lot of you are probably right in the thick of exams at the moment. They'll all be over by the end of the month, but how are you going to cope 'til then? Don't worry, here in the Shed, we've come up with a few ace ways to relieve stress and chill out.

- Buy a packet of Romany biscuits and make a big mug of hot chocolate. Triple choc, mmm!
- Stand on your head for half an hour. Do this against a wall and before the above.
- Go swimming or jogging.
- Have a massage, sauna or go and lay on a sunbed for a while. These are all quite expensive, so only go for one of them.
- If you've just had an exam in the morning, take the afternoon off (as long as you haven't got another exam) and go to the park. Hire out a boat and row out to the middle of the lake. Lay down and stay there 'til it starts to get a bit chilly.
- Become really ace at cheating, you won't have to revise and you won't get stressed out. Unless, of course, you can't get to sleep at night cos you're so worried about getting caught. Hmm, on second thoughts maybe this isn't such a hot idea. *(It certainly isn't. Jane the Publisher)*

BUS STOP — AT THE BUS STOP WITH THE PLAYPEOPLE



'Twas only the other day that we were wondering what had happened to the Playpeople. So you can imagine our surprise when we bumped into Roy, king of all the Playpeople, while we were in Cardiff waiting for a number 47 to the leisure centre. Roy was waiting for a number 19 and he was quite happy to have a chat.

YS: So Roy, are you quite busy at the moment?

Roy: *I'm run off me feet, mate. Y'see, we've been rediscovered. I went into retirement a couple of years ago, but I've had to leave me seaside chalet in Southend to make a few appearances.*

YS: What do you think bought about this rediscovery?

Roy: *Well, I think that all the people who used to play with us have grown up, had kids of their own and thought that we were the ideal playmates.*

YS: What sort of appearances do you make?

Roy: *Oh, all yer usual sort of royal things. I've got to go and officiate at a weeding today.*

(Surely he means a wedding? Get rid of that spelling mistake. Ed)

Roy: *It's not a mistake. The Playpeople garden centre is being officially opened today and instead of planting a tree I'm going to help out with a spot of weeding. Here's my bus, why don't you come along and help?*

YS: Well it definitely sounds more fun than running after a tennis ball. Okay, you're on King Roy.

T-ZERS

Okay, okay, so we got it wrong wrong. Truth to tell, last month's T'zers was written at 5:30am on a Tuesday, so you can't really blame us for one teeny tiny mistake slipping in. What are we on about? Alternative's *Doctor Who And The Daleks*, of course. As so very many of you have rung up to point out, there have been seven TV Doctors, and not, as T'zers reported, six. We could try to hoodwink you with some wibble about the number of Doctors being relative to the dimensions of this particular space, but T'zers believes honesty is the best policy. It was Jon's fault. (By the way, the game itself is due to appear around September. But don't quote us on that. Time can play nasty tricks on the unwary.)

The Codies have gone hip! Eager to shed the cute, cuddly image promoted by such games as *CJ's Elephant Antics* and *Little Puff in Dragonland*, they've put these fluffy characters into new, streetwise situations. Little Puff is now *DJ Puff*, leather-jacketed turntable mixmaster (or something.) A similar image revamp is being considered for *CJ 3*. T'zers confidently expects that the trend will continue with Dizzy, soon to be seen starring as a Matt Dillon clone in *Drugstore Omelette*.

Zeppelin's new beat-'em-up *Chinatown* has been put back to the Autumn. Apparently Jack Nicholson refused to appear unless Darren Jobling provided backing vocals for the soundtrack.

YS COMPO — GET AN EDU-KAY-SHUN

What with it being the end of exam time and everything, your parents'll probably start yelling at you if you so much as look at your beloved Speccy. But it doesn't have to be that way! Here at YS we have a foolproof method of dealing with tyrannic slave-driving parents – all you have to do is be very obvious about the fact that the game you're about to load is a piece of educational software. Now go into your room , load up your fave beat-'em-up and start playing. You have to remember not to say things like, "Take that you lily-livered marmoset" or, "Okay, get ready to eat pewter you egg-sucking dawg." Instead, say things like "I see, if I divide it by the smaller number and then multiply it by a hundred, I'll get a percentage" or, "Agh! Why can I never remember how to spell necessary."

For this amazing ploy to work, you'll need some educational software, and what should we have here but a whole selection of *Fun Schools*, just read through the list and choose your piece... *Fun School 4* (Under 5, cassette); *Fun School 4* (5-7, cassette); *Fun School 2* (Over 8, cassette) and *Fun School 3* (Over 7, +3 disk). Now answer the following question...

Who pioneered a system of education based on freedom of movement and the use of specially designed activities?

1. Florence Nightingale
2. Edith Cavell
3. Maria Montessori

Okay, put the answer on a postcard or on the back of an envelope, write down what *Fun School* package you want and send the whole caboodle off to *I Need Some Education, I Need Fun School* Compo, YS Compos, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2DL.



"Greetings, pupils. I am Z249-Q, your new tutor. Exterminate! Oops."



Hang on, hang on. Look over to the left of the picture, just past that silly man leaping over the banner. Can you decipher that Rebus message? It took us ages and ages. (But we did it. Ha!)

ROCK AROUND THE CLOCK

JULY 1988

This was a bit of a sporty issue which is a bit of a surprise when you consider that you have to be incredibly lazy to work at YS. It's in the contract. But not only was *Peter Beardsley's International Football* on the cover, but *International Cricket* was on the tape. And! There was the rare opportunity to win a football that had been scrawled on by the entire England team. Inside there was an ace pic of Rolf Harris accompanied by an interview in which the great man revealed that he was in fact a trainspotter. How the mighty are fallen, eh? *Operation Wolf* was megapreviewed and *Target Renegade* got the Megagame seal of approval. It was definitely a good issue, but not as good as this one. (Ahem!)

CAPTAIN DY

Code Masters/£3.99 cassette
☎ 0926 814132



He's faster than a speeding bus, more powerful than an old lady in a post office queue and can leap tall doorsteps with a bit of a push from Cousin Geoffrey. He's Captain Dynamo and he's here to save the day. Hurrah!

First of all, a bit of good news for 48K owners. Last month I told you that *Dynamo* is a 128K only game. Well it isn't. I'm sorry, but lately I've found it that little bit harder to think clearly. Doctor Bobbins says it's probably the first signs of juvenile dementia, but personally I think that, um, well you know... Ooo, look at Bert everybody! He's sort of sitting on a twig and wobbling. That's clever. Now where was I? Oh yes. *Captain Dynamo* isn't a 128K only game – 48Kers can play it perfectly well, just missing out on the music and some sampled speech. So dash off to your teetering collection of tapes, whip out last month's covertape and play that *Dynamo* demo. Done that? Good. On with the review.

Diamonds are forever

You should all know the plot by now, but if you don't, tough. It's so feeble that I can't be bothered repeating it. Suffice it to say that you, as Cap, have to amble around the place, rescuing your gal's diamonds from a loony old villain. There's some nonsense about a rocket ship waiting at the end of the game, but let's not bother with that, eh?

The game is a vertically-scrolling affair set over twelve levels. There are about fifty diamonds on each one, but thankfully you don't have to collect them all. All you have to do is survive long enough to reach the end of the level, where a fizzing transporter is waiting to zap you into the next cavern. Do this twelve times and you've beaten the game. Mind you, this is like saying learn to stand up without falling over and you can skateboard. There's a lot more to playing *Dynamo*. A whole lot more. It's all about skill, it's all about timing, it's all about having a good sense of balance. It's all about wearing natty shorts, it's all about frightening old people as you whizz past them in shopping precincts. Or something. Sorry, what was I saying again?

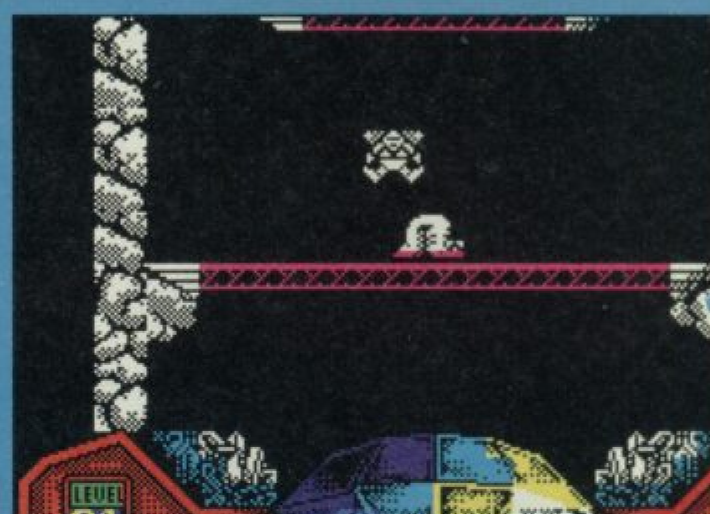
Tsk. My memory, eh?

I'll be forgetting my own name next. But back to *Captain Thingy*. Each of the levels is cunningly constructed to give you no chance whatsoever of beating it. Okay, maybe I was exaggerating a little. It's just that the vertical scrolling has this nasty habit of hiding what's lurking above you. The only way you can find out what's up there is by jumping up to meet it. Ve-e-ery sneaky. Fortunately, you can defeat the nasties that scurry and slurp their way around the platforms by jumping up and down on their heads until they get a bit fed up and go off to the library. Eee, the library. You can always get a nice warm newspaper and a cup of tea from that nice lady behind the counter... sorry, seem to have wandered off the point a bit there.

FUNNY PHRASES
That's a completely different kettle of fish.



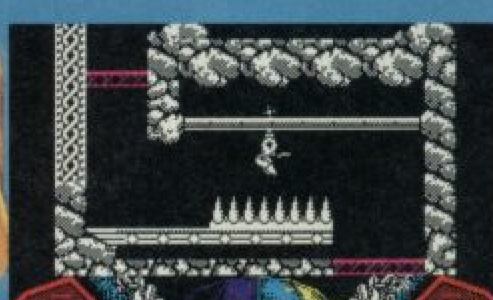
Look! Up in the sky! Is it a bird? Is it a plane? Or is it some sad old man hanging from a hook above a disturbed bathtub? Only you, the public, can decide.



Willy the wicked worm squirmed past without suspicion. Dennis's plan had worked; by quickly jumping onto the velcro covered wall, he had escaped detection.

Some of the platforms are too far away to reach. Luckily, there are booster pads scattered around the place. Bounce on 'em and you're hurled upwards at the speed of sound, crashing through barriers, walls, ceilings and Walthamstow, usually ending up in a spike trap. I once went to Walthamstow you know – it rained, and my sister Madge felt a bit under the weather, what with





Henry gripped the giant Polo mint with all his strength. He would not let go, not for all the tea in China and an eggcup.



"Hurrah!" cried Elsie as she skipped about. Tragically, at that moment and for no good reason, a large spider fell on her.

YNAMO

TOP THREE ELDERLY SUPERHEROS

Shopping Trolley Woman - she defeats sinister bag-snatchers with one blow of her 1972 Safeways trolley (with the wobbly port-side wheel.)
Captain Moustache - he strikes terror into the criminal community with endless tales of his RAF exploits.
Mister Dribbly - he hangs around Paddington Station and, well, dribbles at people.

her bunion and Uncle Ned's strange kidney problem. That reminds me – there are some problems with the game. For a start, it's quite a slow little number. Fair enough, the graphics are really snazzy, with some stonking animation. The Cap sort of rolls along, his cape flapping behind him as he attempts to balance his rather large stomach. It's really rather funny – just a shame it's that tiny bit too slow. Happily, once you adjust to the pace of the game, everything's fine. The thing is, that initial annoyance is tough to overcome.



The other major problem with *Captain Dynamo* is that it's far too hard. You get just three lives, and no credits, so the gameplay's an all-or-nothing kind of thing. With the number of traps and baddies pitted against the Cap, getting beyond Level Three is a real challenge. Having said that, leaping around the platforms and dodging the bad guys is brilliant fun and more than a wee bit addictive. And the one really nice feature is that you can collect the restart points liberally dropped around the levels, and so choose where to reappear when you get clunked. Hurrah!



So. *Captain Dynamo*. It's not quite a Megagame, but a startlingly lovely platformer all the same. Oh, just one more thing, and I think you'll find this highly amusing... no, sorry, it's gone clean out of my head. Ooo, look at Bert everybody! *(There there. Ed)*

FINAL VERDICT

LIFE EXPECTANCY 80°	ADDICTIVENESS 80°
GRAPHICS 90°	INSTANT APPEAL 50°

DIAGNOSIS
A colourful, bouncy, groovesome platformy sort of thing that's a tad too hard for its own good.

88°

JOYSTICK JUGGLERS

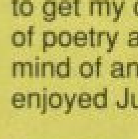
It's June, it's nice outside and you're stuck in your bedroom trying to learn the future tense of avoir. It can only mean one thing – exams. Agh! Despite what you lot may think, it's not that long since the jugglers were sitting down in sports halls, writing feverishly. And now they can put years of exam experience to use by helping you lot.



Andy Hutchinson The history of American investigative journalism is Hutch's big thang. He spent ages slouching around the American embassy, notebook in hand. But how did he calm those pre-exam nerves? "I never got nervous before exams. I just went straight in there, did my best and then went and spent the rest of the day in the pub. I woke up the next morning in a police cell. C'est la vie!"



Linda Barker The image of the frontier in thirties literature was uppermost in Linda's mind during her last exams. Could she think of nothing else? "Of course I could, it was the middle of June and the exams were held near a big field full of daisies. I used to get my diet coke and a book of poetry and try and clear my mind of any tension. I quite enjoyed June."



Jon Pillar Jon spent his last hours in the exam room pouring out all he knew about Shakesperean metaphor. And what's his fave method of relaxation? "I find the end of exams dead relaxing. Y'see, the best thing about exams is waiting 'til everybody else is really rushing to get those last few sentences down and then screwing up all your rough paper really loudly. Ha! Ha! Ha!"



Rich Pelley Being the baby of the bunch, Rich is at this very moment undergoing the trauma and stress that are the downside to exams. But what about the ups Rich? "Staying up all hours and drinking gallons of black coffee makes you look really dishevelled and sexy. And when the girlies say things like "You look like you've been revising all night," you can tell them that you got in at six in the morning after an all-night rave. They'll be dead impressed."



Stuart Campbell Stuart is Mr Relaxation, we can't imagine him getting wound up about exams. "You're right, I didn't. I always finished hours before anyone else but I wasn't allowed to leave 'til the last half hour. I used to take in a stock of polos and one of those hand-held electronic games. This was before Gameboys and I had a great time."

HIGH SCORES

90° – 100°	This one won't do a scrap of revision, go into exams happy and come out even happier. It'll pass the lot with flying colours.
80° – 89°	A bit of revision the night before wouldn't go amiss.
70° – 79°	Not completely relaxed, needs a massage.
60° – 69°	In danger of going a bit mad from all that worry.
50° – 59°	Definitely below average, resits in the autumn we think.
40° – 49°	Wake up Mr Brain! Come and write your name!
30° – 39°	It'll fail them all.
20° – 29°	Everything about this game is jerky.
10° – 19°	Very unrelaxed. Nearly rigid in fact.
0° – 9°	Got so stressed out that it died.

TURBO THE TORTOISE

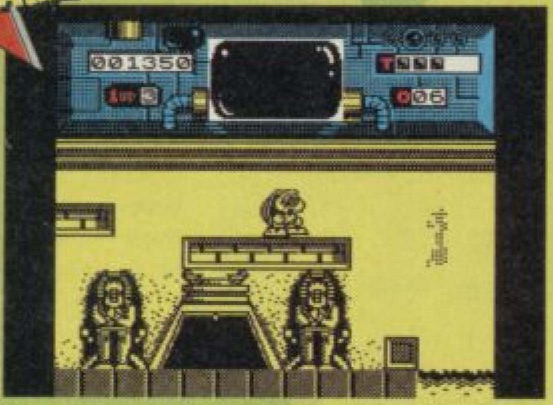
YS MEGAGAME

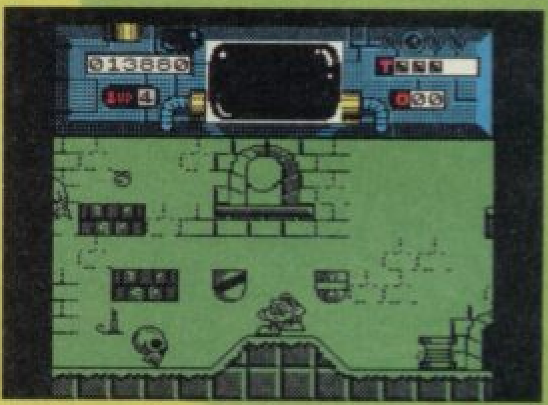
Hi-Tec/£3.99 cassette
☎ 0742 587555


HUTCH

Right well, the immediate question which springs to mind is just what exactly the difference between a turtle and a tortoise is. So it's over to The Cambridge Encyclopaedia for this one. *(Some page-flicking moments later.)* Right, it seems that turtles can swim and tortoises can't. Turtles it would appear, are also generally larger than their land-bound brethren. All of which suggests to me that turtles are infinitely superior to tortoises and this game should have been *Turbo The Turtle*.

Any road up, Turbo is a tortoise and if Hi-Tec have got anything to do with it, he'll be our very own Sonic or Mario. Given the popularity of those particular chaps, the boys at Visual Impact (who brought you *Potsworth & Co*) have taken some of the better platformy elements and created their own game-world on the Speccy, a world populated by legions of hideous creatures and loads of attractive (if roughly hewn) items to collect.


Hampton was shocked to find himself doing the Monster Mash in ancient Egypt. He'd only gone to the shops for a bag of peanuts.


Squiffy was in mortal danger. The killer skulls were closing in and an unfashionable concertina was threatening his street cred.

> **BLIM!**
> The oldest tortoise lived to be 152 years of age. It was brought to the Seychelles by the Chevalier de Fresne who presented it to the Port Louis army. It went blind in 1908 and was accidentally killed in 1918. Interestingly, all of the above is true.

Bad case of the plots

Turbo started out life as Wal, the pet tortoise of one Dr Mulliner, a world renowned scientists and part time pub singer. Unfortunately Wal decided to hibernate in an anti-matter pod and was transformed into the super-human (or should that be super-tortoise?) Turbo. The doctor sends our newly transformed reptile on a trip through time to locate some key ingredients to his latest experiments. There are six time zones to battle through: Prehistoric, Ice Age, Egyptian, Mediaeval, 20th Century and (dun dun duuun), the Future.

Turbo is a thoroughly controllable dude. He can jump to varying heights over varying distances and he can change direction in mid-flight. All of this means that you'll need some finely honed jumpy skills in order to complete all six worlds.

The creatures which populate the different lands can all be killed by bouncing on their heads. However if you really want to do the job on them, then pick up a power-up and you'll be able to shoot them. Personally I far preferred bouncing on them because you can also reach inaccessible platforms which hide goodies such as power-ups and extra lives. Turbo also possesses the ability to pick up rocks and boulders and carry them about. These can be plonked into rivers and placed near walls to enable you to cross caverns and climb steep precipices.

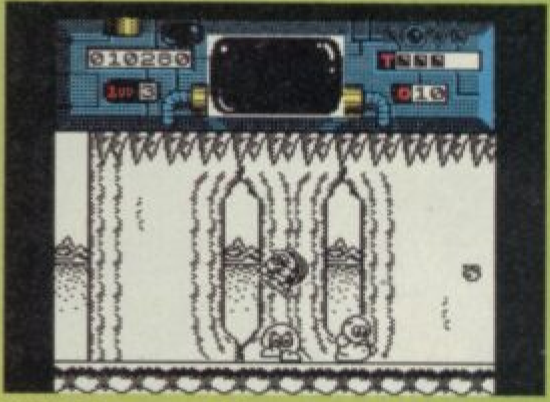
Sounds awfully spesh!

Indeed it is. The graphics are smooth (if a tad mono) and the puzzles inventive. Best of all though are the end-of-level baddies. These gruesome chaps take quite a bit of punishment before they succumb and sink beneath the translucent waves of life harboured... *(Snip! Linda)* To complete the game you'll need to bash up a fire-spitting dinosaur, an ice ball-lobbing yeti, a spell-casting mummy, an axe-wielding suit of armour, a hammer-fisted thug and a gnarly laser-firing robot.

Turbo The Tortoise is a superb game. It's thoroughly playable and wonderfully varied. The gameplay is spot-on, the villains tough and the jumping pulse quickening. Alright, so there's a considerable bit of Sonic and Mario in here, but hey, *Manic Miner* started it all, right? At four quid, this game's a barg, nip down to your local software emporium and demand a copy now. Right, where did I leave that tongue-spitting balloon?

Why Turbo is better than both Sonic and Mario

- He comes from a far older genetic breed. Tortoises are related to the first dinosaur and thus older, wiser and better than a cruddy hedgehog with a blue-rinse hairdo or a pot-bellied Italian with appaling taste in clothes.
- Turbo doesn't require any dodgy mushrooms or curious pills to increase his performance. Both Sonic and Mario are dreadful abusers who don't deserve to be called computer heroes. YS say, book into a detox centre.
- Mario requires the help of his brother Luigi on his trips around Koopa-land, so he's obviously soft as anything.
- Sonic's a big girl's blouse who goes around ostensibly freeing woodland animals. Secretly however he's making millions from merchandising and has admitted to his manicurist that, "...all woodland animals really get on my nerves. They tweet and growl and moo and then go and poo all over the place. My agent advised me to stick to Glade freshener adverts..."
- Hedgehogs have got zillions of fleas because they smell of poo all the time.
- You can cook a hedgehog if you cover it in clay and roast it. Try doing that with a tortoise.
- Hedgehogs hibernate in really stupid places like bonfires so that they get torched on bonfire night, oh and if you feed them milk and bread they die. Ha! Ha! Ha!
- The Italians are always changing their minds. History proves this. Mario's always changing his mind.
- In order to play *Sonic* or *Mario* you'll need to part with at least 30 quid. *Turbo* can be yours for a mere four quid. YS say, Mario and Sonic are over-priced crap-faces.


While the scene of drama was played out in the cavern, away in the distance Tom played his flute and dreamt of Cornwall.

FINAL VERDICT

LIFE EXPECTANCY 92°	ADDICTIVENESS 93°
GRAPHICS 93°	INSTANT APPEAL 93°

DIAGNOSIS
Jumpy, spinny, leapy frolicsome joy, which leaves one feeling 'pletely happy.

94°

Grell & Falla

CodeMasters/ £3.99 cassette
☎ 0926 814132



Unlike quite a lot of little girls I never wanted to be a fairy, I wanted to be a cute pixie with pointy ears and a green tunic. Since those distant days I've acquired the green tunic and years of pulling my ears has given them an almost imperceptible sharpness. When *Grell & Falla* appeared I thought my time had come, I was about to take on my rightful role as a green midget. But alack and alas, the only pixies here are baddies. I was just going to have to put my prejudices to one side and pretend to be a fairy who can't swim. *(Pretty apt, eh Linda? Ed)* Okay, okay, so I can't swim but that doesn't make me a fairy. Anyway, upwards and onwards as some groovy chap once said.

Grell's the dwarf, Falla's the fairy and the two of them meet down the local employment agency and decide to go into business together. They are taken on by a sorcerer as gardeners and set to work, ready to slope off in a few hours. But 'tis not to be for this is a magic garden, full of untimorous beasties left by the old owner – a nasty witch. Eek! It's a bit lucky then that there are two of them to sort the mess out, eh? *Grell & Falla* is not, as you might expect, a two-player game. Instead you move one character at a time and make sure the other one is safe out of harms way. Should Grell or Falla die then a message will appear on screen bidding the other to hurry to the scene of the accident and administer the kiss of life.

Green fingers

There are 50 levels here, so it's a biggie. *(Oo-er! Ed)* Oh, per-lease! You're assigned a different task on each level, you have to plant bulbs and turn the nasties into honest, hardworking creatures who will help the garden grow. You can also buy useful implements and the like at the garden centre. Coo, eh? The garden itself is a sideways-scrolling, platformy kind of affair. It's one of those places where you can't get lost, however hard you try. Y'see, if you were to cut out this game, you could roll it up into a freestanding circle. But you can't, so let's just pretend I didn't say that.

Grell and Falla have their own, erm, inimitable characteristics that make each of them dead useful to you. Grell can punch baddies 'til their faces are wreathed in docile grins and Falla can run and fly faster than a very fast thing in a hurry. Grell might be a bit dirty, but he's the biz when it comes to digging whereas Falla, being dead girly, doesn't like getting her hands dirty. Instead, she hovers around sprinkling fairy dust on the seeds.

Actually, Falla's a bit too speedy and Grell doesn't exactly crawl along. The two of them kept running on long after I'd stopped pressing the right buttons. *(You mean inertia. Ed)* Inertia? I thought that was when thing's didn't move at all. *(Well you weren't. Ed)* Oh, anyway – there's a high inertia factor and it's dead annoying. Y'see, Grell and Falla can't swim and whenever I tried to stop them at the banks of rivers, they refused. Instead of skidding to a halt, they just jumped in and lost vital energy. This didn't help when it came to converting baddies either. Rather than stopping just in front of them and giving them a good punch on the nose, old Grell just ran full-tilt into them. Result? A dead dwarf. Pshaw! Now I know that the easiest way to deal with this situation is to go slower and take things a bit easier, and I tried. I managed to get to grips with it all eventually, but I really had to concentrate on how fast I was waggling. (Which meant that I couldn't wallow in the cuteness of it all.)



Grell hated playing leapfrog with Toby Toad, he always ended up cricking his back. It simply wasn't fair – it took him ages to straighten up properly.



Grell looked up and saw the first apple of the year, with a bit of momentum he'd be able to grab it for Falla. Maybe she'd give him a kiss in return.

BLIM!

Not all fairies are good. The original Tinkerbell was a jealous little cow and many have been known to steal. In 1783 the villagers of Stinchcombe in Gloucestershire were plagued by a whole group of fairies who curdled the milk and stopped babies from going to sleep by tickling their feet with feathers.



Falla jumped up and down a bit and twirled her arms a lot. It was a blatant attempt to attract the moths, but she had no shame.



Cutie, or what?

Cutie, definitley cutie – there's no 'or what' about it matey. *Grell & Falla* is full of my favourite things, there are piles of flowers, handfuls of fairy dust, starburst spells, butterflies and ladybirds. What's more it's a complete riot of colour. The programmers really have gone to town on this one – the skies are blue, the grass is green, the rabbits (sorry – wabbits) are fluffy and the bees are buzzy. If it wasn't for that darn inertia this would be one fluffy-wuffy Megagame, as it is it just misses by the span of a ladybird's wings.



FINAL VERDICT

LIFE EXPECTANCY 84°	ADDICTIVENESS 82°
GRAPHICS 90°	INSTANT APPEAL 92°

DIAGNOSIS

Amazingly cute scrolly/platform action that just misses being one of the best things ever.

85°

YS MEGAGAME

SNARE

Beyond Belief/£3.99 Speccy-SAM dual-format cassette
☎ 0933 57998

JON

Well, bless my twisty DNA. In last month's *Snare* preview we told you that the gallant crew of Speccy programmers were going to be selling this game off their own bat, by mail order. It seems that twenty-seven seconds after that issue went to press, the chaps at ESD got a phone call from Jim Scott, the funky head honcho of Beyond Belief. He was so impressed by the game that he's going to be distributing it on the Beyond Belief label. Hurrah! In fact, double hurrah! With an extra hurrah on top! Ooo, I've gone all wibbly.



One of these icons is not like the other. Can you tell which one? (Before my song is done.)

Sorry about that. It's just so nice to see home-grown software being taken up by the big boys. Especially software that's as good as this. *Snare* is a *Boulderdash*-y sort of puzzler, with you playing Humphrey, a fanatically loyal royalist. The Princess of the land has had all her jewels filched by a load of aliens no less, and it's up to you to get the diamonds back. Evidently lacking imagination, the aliens have scattered the sparklies across thirty screens, surrounded them with networks of rocks, and are lurking in wait for unwary heroes. You have to push the rocks around a bit, trapping the nasties so they can't get at you, then nip in and grab the diamonds. Simple, eh?

At this point, old lags at the reading game will expect me to say, "No," then go on to describe some bafflingly complicated bits hidden away in the game. And who am I to break with tradition? The basic move-and-grab idea of *Snare* is vibrantly enhanced by the introduction of bombs, teleporters, a time limit, and multiple Humphreys. Bombs, um, blow up, taking huge chunks of the scenery with them. Teleporters fizz you away with a snazzy dematerialisation effect, and quite often deposit you safely back on the screen again. The time limit seems an innocuous feature, until you find out that all the walls disappear when it reaches zero. With around six nasties on each level, this does not bode well for your continued well-being.

The star of the show, though, is the multiple Humphrey feature. On some levels you'll be controlling two (or even four) of the chaps, all stuck in their own bit of the screen, and all pointing in different directions. Bewildering gameplay ahoy!

Snare is a smacker of a game. It is so addictive that I just had to play until I got to Level 12. As you may know, I'm a really big fan of straightforward arcadey games. Nary a month goes by without my plugging *Guardian 2*, that incredible *Stargate*-on-a-Speccy game. So you won't be surprised to learn that I went for *Snare* in a jolly big way. The fact that you can't directly zap the nasties adds a whole new thinky dimension to the gameplay, and the diabolical sneakiness of the level design adds lashings of addictive playability. Those extra features really jolly up the basic idea. Having up to four Humphreys on a screen is a brainwave – trying to manipulate each in turn just doesn't work. You have to wrap your mind around the concept of controlling all four simultaneously, waggling the joystick round so the chaps dangerously near some nasties don't accidentally wander into them. I'd strongly recommend that the *Snare* programmers consider a sequel where the main idea is to control multiple Humphreys. It really is a spectacularly fabulous feature.

But enough of this wild-eyed dribbling. If you cast your mind back past all that wibble, you'll recall I said that I simply had to fight on until I reached Level 12. What, you don't remember that bit? Then skip back to the top of the page and read it all again. Tsk. I don't know. Education today, or what? Anyway. You could argue that if I got to Level 12 in two days, any half-decent gamester could finish off the game in a week. Well, you could. But if you did, I'd have to swipe you lightly across the left ear and say cheerfully, "You're wrong!" Y'see, *Snare* has a password system. Every five screens you get a nifty, um, password that allows you to jump straight to that set of five screens. And, um, I started on Level Five. (Ahem.)

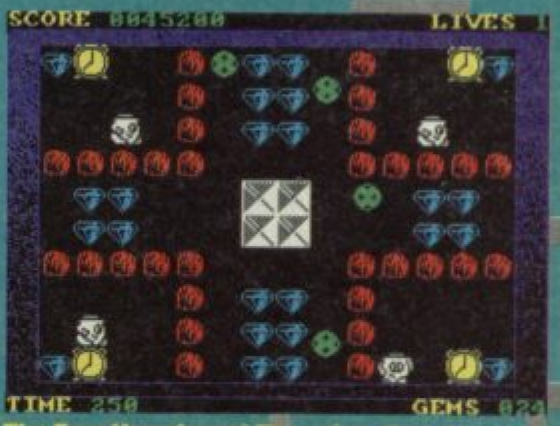
Look, let's cut this short. I love *Snare*. It's a maddeningly addictive game. It's got smooth graphics and splendid 128K sound. It loads straight into the SAM Coupé with no hassle. It's great. Go and buy it. D'you get the idea? You do! Hurrah! In fact, double hurrah! (Etc.)

SETTING A SNARE THE YS WAY!

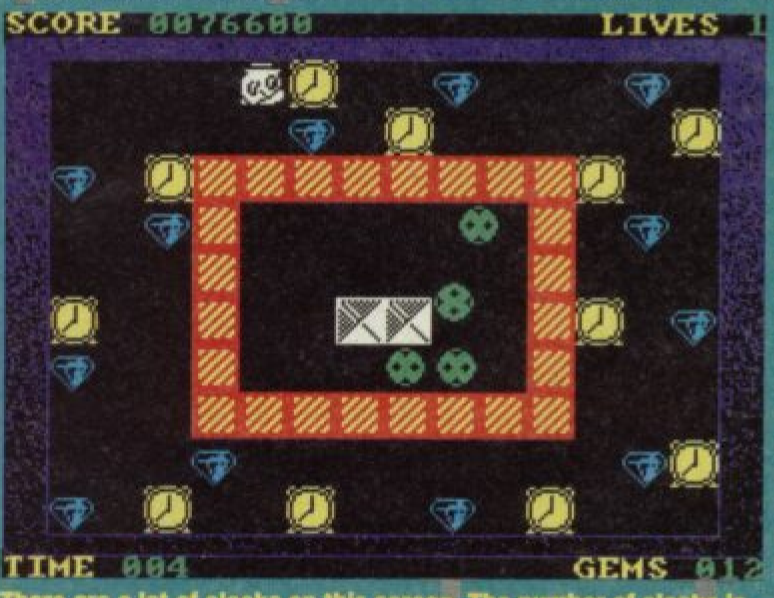
1. Choose your quarry with care. Do not, for example, attempt to snare any wildlife. Not only is this incredibly nasty, but the experienced-in-the-school-of-hard-knocks animals are apt to spot your snares from miles away. They will then disarm them, bury them in your back garden and stand beneath your window at the dead of night, throwing pebbles and chanting unfavourable slogans.
2. Select the type of snare you wish to use with equal care. If you had decided to snare quiet librarians named Sue, for example, you'd need a large pile of extremely rare books and a box of chocolates bearing the legend, "To Sue." As you can appreciate, this type of snare requires a lot of preparation. It is far better to start simply; your first snare should be for an inanimate object such as a stone, or a lamppost. A simple loop of rope will suffice to snare these.
3. When the stone or lamppost approaches, throw the loop of rope over it and tug *hard*.

BLIM!

If you squint, the word 'Snare' seems to resolve itself into the word "Snape." A snape, as any fule kno, is a small, opossum-like mammal that lives gently on the plains of the Serengeti, passing the time of day by filling in crossword puzzles using last week's clues.



The Four Humphreys! They sing, they dance, they blow things up. And they wear hats.



There are a lot of clocks on this screen. The number of clocks is markedly high. It is a particularly clock-filled level. Yes indeedy.

FINAL VERDICT

LIFE EXPECTANCY	75°	ADDICTIVENESS	96°
GRAPHICS	70°	INSTANT APPEAL	80°

DIAGNOSIS
It's simple. It's playable. It's addictive. Um, that's it really.

90°

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JON

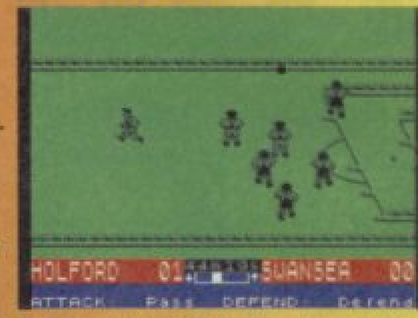


Gary Lineker, eh? What a star. He's got the talent, the legs and the slightly unusual nose needed to succeed in the tough world of professional football. More power to his proboscis, that's what we say. That's obviously what Kixx think as well, for they've gathered together four footy games and released them under the Genial Gary banner. And here they come now, scampering through the player's tunnel in tight formation. Hurrah!

ComPilatioN

GARY LINEKER'S SUPERSTAR SOCCER

A bit creaky, this one. It hails from the early days of 1988, and to be honest it's showing its age in a crumpled, doddery sort of way. The idea behind the game is a bit clever – you have to choose your players, fiddling around with some management-ish number lists to get an optimum team strength, then rush out and take on the opposition in straightforward arcadey fashion. The trouble is, the two halves don't gel very well at all. The management bit seems to rely a lot on luck, while the arcade footy section limits you to controlling the goalie or the centre forward (the Speccy takes care of everyone else). It's fairly interesting, in a nostalgic sort of way, but as a game it doesn't come up to scratch.

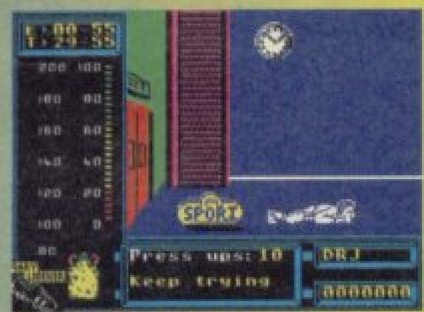


Eric fled. That flying bowling ball meant *business*.

50°

GARY LINEKER'S SUPERSKILLS

Superskills is famous as the game which actually portrays Gary (nose an' all). In order to get Gary into shape for the big game, you have to embark on a gruelling succession of squat thrusts, press-ups and weight lifting. In other words, you waggle the joystick furiously while the Gary sprite hops around the screen. To be fair, there's a bit of variety later on, with Gary hopping over tyres while keeping a ball balancing on his nose (or something.) There's also some management stuff thrown in as well, but lists of numbers do not a game make. Basically, it's all pretty much of a muchness. Whatever that means. *Gary Lineker's Superskills* is more like *Gary Lineker's Decathlon*, really. How quaint.



This un's called "Lying on the floor and looking a bit ill."

50°

GARY LINEKER'S HOT SHOT!

Yup, it really does have that cringingly tasteless exclamation mark on the title. Oh, the game? Take my advice and stick to giggling at the title – the game isn't worth bothering with. It's another flakey old doo-dah, written back in the days when everyone thought Kick Off was a really neat idea. Yup, Hot Shot! is yer basic overhead fast-moving scrolly sort of affair. It's full of movement, and, er, that's it. The game doesn't even fit into the "fun for five minutes category," mainly because you'll get completely fed up after thirty seconds. Not particularly inspiring, I think you'll agree. I'd say *Hot Shot!* was reasonably playable but, to be honest, it isn't – so I won't

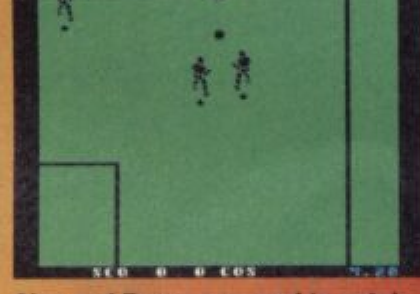


"300!" gasped the Hunchback of Swansea City spookily.

30°

ITALY 1990

Hello, the name of Gazza is conspicuously absent from this 'un. That's because it isn't a Gazza game. Or something. It's a straightforward *Match Day* arcade dashabout, with big graphics and lots of fun hacking action. There's a bit of variety in that you can fiddle around with your team, a la *Superstar Soccer* but much better. Tackling and shooting skills can both be altered, but to be honest their effects are a bit tricky to spot (all the players look the same, y'see). Lots of smart stuff and good bits, the best feature being the giant animated scoreboards that pop up when someone scores, or there's a throw-in, or what have you. Yes, I like this one. Quite a bit, in fact. Just a pity it's so easy to beat.



Alex and Roger prepared to catch the ball. It was an exciting day.

70°

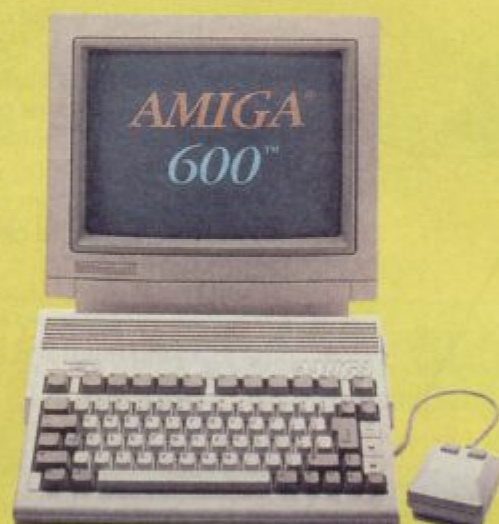
Top Three Worst Soccer Tactics

- The anti-jink. This appears to be a normal jink until the last possible moment, whereupon you throw your weight violently in the *wrong* direction, crashing painfully into your opponent and falling down.
- The goalie kick. When an opponent's shot at goal misses, and the ball goes out of play behind the goal line, pick up your goalie and boot him down the field.
- The cavalry charge. Not only is this tactic frowned upon by UEFA, but setting up a cavalry charge without altering the opposition requires a high degree of stealth and cunning. Do not forget – if the opposition realises what you are up to, they may appeal to the referee, or set up a brace of cannon, or something.

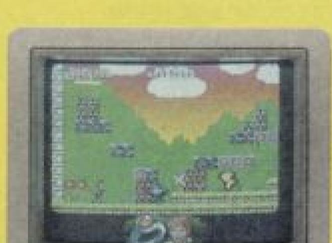
Oh dear. Gary isn't doing himself any favours by having his mug plastered all over this compilation. *Italy 1990* is a simple, fun little game. The other three are distressingly bad. Let's be fair and ask an independent third-party for their verdict. Billy Bigshoes, famous variety hall comedian of the 30s – what do you think of it so far? "Rubbish!" And there you have it.

40°

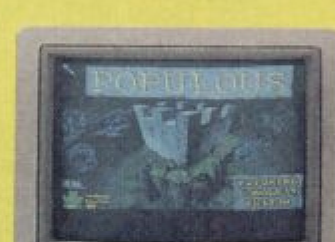
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Cards On The Table

No doubt you're all incredibly pleased with the smashing high score card that came fantabulously free with last month's YS, indeed some of you may even have received two. Rock and roll! But what exactly are you meant to do with it?

Now you could use the card for the purpose Maryanne and I had in mind when we designed it, ie – to write down what scores you and your mate get whilst playing *Steg*. Of course this isn't a very good idea at the minute cos *Steg* has yet to hit the shops. Even when it does appear in your local software emporium a lot of you may find that you have a spare high score card on your hands. Bearing this in mind, we in the Shed have come up with a positive plethora of ideas for alternative useage. Simply choose your method and go! Go! Go!

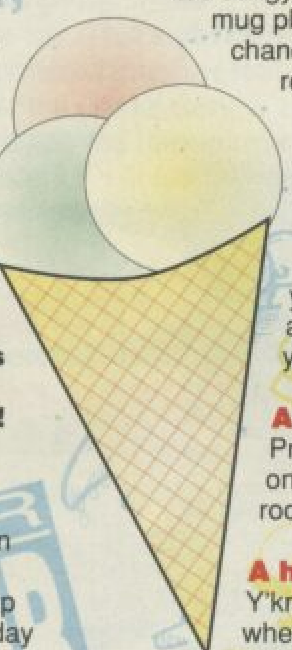
A fan
This is definitely the most popular option around these parts. As the day draws towards a close the Shed really heats up and we start to melt. Y'see, during the day the wood takes in all that heat and come five o'clock it decides to release it all... wham! Straight at us. It's then that we all get our high score cards out and start flapping away.

A shopping list
You can actually write on the back of the cards. As long as you write in pencil, it'll rub off. If your hands are sweaty enough you don't even need an eraser, simply rub your hands over the card and all those vegetable lists will come off. Similar use can be made by customising the card into a...

Mini message board
To make a message board that is completely your own simply stick pics of your fave popsters around the edges. You could use the back of the card for this, use a pencil so you can rub it clean. Now stick it on your door and await those lurve doodles.

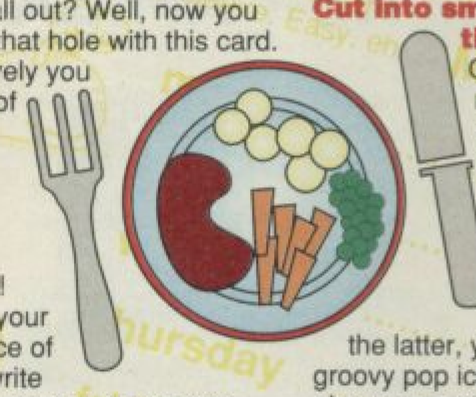


A coaster
Is your mum always complaining about the stains your YS mug makes on her clean tablecloth? Well, serves her right for being too stingy to buy some of those mini mug placemats! Still, now's your chance to show her that you really do care about her nice table. Before putting your nice big mug of frothy choccy drink on to the polished formica surface, slide the high score card underneath. Not only will you protect the table, you'll also keep the bottom of your mug shiny and clean!



A frisbee kinda thang
Pretty self explanatory this one, just fling it around the room.

A hole disguiser
Y'know how annoying it is when you pull a picture off the wall cos you no longer think they're the sexiest thing since strawberry milkshakes and the blu tak/drawing pin pulls a big chunk of the wall out? Well, now you can simply cover up that hole with this card. Good, eh? (Alternatively you can just pin up a pic of your latest dreamboat.)



Strongest spit scorecard
Ah, it's good this one! Instead of wiping off your high score with a piece of damp tissue paper, write lots of rubbish on the card and then take turns to spit at it. The person who can spit away the most words wins.

A funnel
Roll it up and use it to put lots of popcorn in. Or you can take it school and whip it out in the chemistry lesson, note down what chemicals cause it to melt and make a point of avoiding them in the future.

Icing cone
Again, roll it up. Simply fill it with yummy chocolate/lemon/strawberry icing and squeeze it gently 'til it all flows nicely over that lush and gorge cake. Mmmm!

Fly swatter
You have to be dead quick to be a success at this lark. Only Maryanne had the quickfire responses necessary to flick the wrist, flatten a bluebottle and break a million hearts at the same time.



Ice Cream scoop
Erm, this one doesn't work very well.

Wasp cutter
See under fly swatter.

Pea shooter
Roll it up into a rather large circular straw shape and blow split peas, chick peas or even new potatoes through it.

Vegetable masher
Hold the card so that the sharp thin edge can slice through cooked potatoes, swedes and turnips. You'll reduce them to a sludge in minutes.

Plate
Saves on the washing-up.

Cut into small circles and use as tiddlywinks
Get an older and more responsible person to cut the card into roughly equal circles. You can probably get about 24 out of one card. You can either colour the circles into about three different colours or you can write different names on them. If you do the latter, you can try and get all the groovy pop icons into the tub and you can give your mate the crap rock stars.

Cut out an aeroplane shape and slot wings through it
Draw an aeroplane shape onto the card and then cut it out. With the remaining card you could make some wings. Get someone else to make a slit in the plane (you don't want to cut yourself!) and slip the wings through. To make your plane more aerodynamic just glue some feathers along the wings.

Tape divider
Cut the high score card into strips and insert them into your fave tapes of the moment. Now you needn't go through a pile of a hundred tapes searching for that elusive Confetti track. (*Never found it a problem myself.* Ed) To make this a more effective system you could write down what tracks are on the tape. Careful though, sharp bits of plastic can be dangerous.

WORD UP!

In which Hutch explains all those peculiarly YS-ish words that have perplexed you, and the rest of the team, since the third moon in Septuagesima. Eh?

Adventure:
nope, not a Saturday afternoon with the East Stand boys at Wolves, but a game (usually purely textual) in which you have to solve puzzles and explore strange worlds. Main skill you'll need is the ability to type "Go north", "Eat food", "Hit troll", "Get all" and "Die of boredom" repeatedly.
Beat-'em-up:
a game in which you're required to make your character hit lots of computer controlled characters. Usually includes the word 'karate' in the title.
Beaut:
really beautiful, man.
Blim:
shouted in amazement; as in "Blimmin' hell." A golden nugget of knowledge from possibly the brainiest YS team ever.
Blooters:
expression of amazement, ie "Blooters! There's the Loch Ness monster."
Brillig:
top hole, really rather good. Not to be confused with its meaning in Lewis Caroll's Jabberwocky - "Twas brillig, and the slithy toves ..." in which we think it means dank. Of course, we can't be 'pletely sure cos it *is* a load of nonsense.
Cheesy:
hackneyed, old, not worth a lot really.
Clock this:
look at this.
Collect-'em-up:
a game in which you're required to collect things. Usually involves an egg called Dizzy. Hmmm.
Corker:
an article of the highest quality.
Crap:
an article of the lowest quality.
Dead serious:
rarely of consequence in YS.
Dig?:
do you agree with my point of view?
Fabby:
fabulous.
Fish:
a finny thing that swims around in water, silly!
Flip:
see *Blim*.
Frolic:
an adventure.
Funky:
brimming over with positive vibes.
Gedoudameeway:
phrase used when making a dash for t' bog.
Groovesome:
utterly brilliant, great, fab, excellent.
Gripply:
that peculiar way in which mothers and middle aged women (usually laden with four large Tescos bags) run and manage to keep their bodies and heads absolutely level.
Guff:
to drop one's guts. To fart.
Hooba:
the way you cough if you push something too far into your ear.
Jangler:
when a bit of ice cream hits a rotten tooth, or tin foil touches a filling.
Megagame:
the highest accolade you can give a game.
Microphone head:
someone with very, very curly hair.
Most considerable:
it's superb.
Moving:
smart.
Natch:
naturally.
Nesty:
what your hair looks like first thing in the morning. Small boys are particularly susceptible to this phenomenon. Mothers think it looks sweet. Bleurgh!
Platformer:
a game of the platform genre.
Pleb:
a ridiculous person.
'Pletely:
totally.
Radical:
flippin' excellent.
Ripping:
of the best quality.
Schleping:
to lounge around a lot doing as little as possible.
Scrummy:
tasty.
Skidoober:
when you trip and nearly fall over in front of loads of people; as in "That geezer just pulled a radical skidoober."
Shed:
a haven of wisdom and immense grooviness.
Shed-crew:
the YS team.
Shoot-'em-up:
a game involving piloting a spaceship and shooting down other craft.
Skill:
radical, marvellous.
Slope off:
to amazingly disappear when there's washing-up/homework/nappy changing to be done.
Spanky:
new, fresh, ace.
Spanner:
a boring person.
Spec-chum:
one who subscribes to the doctrines of Clive Sinclair and Your Sinclair.
Spiffy:
new, fresh, minty.
Spizzical:
when you open a can of fizzy pop which has been shaken around a lot despite knowing that it's going to spray all over the place.
Spook:
exclamation, a bit like Eek! (Also Matt Bielby's fave expression.)
Sploop:
that funny little jet of spit which sometimes comes out of your mouth whilst eating something mouth-watering.
Spurtsome:
the amazing speed with which you can make it back home having purchased a new game, record or video.
Stonking:
really rather good.
Stoopid:
more than just stupid, idiotic.
Strident:
the way that a heavy metal music fan walks.
Techie:
anything involving electricity or machine code.
Toungle:
the urge to lick the two nodes on top of one of those square batteries. This is closely allied with the urge to look at the contents of your hanky after you've blown your nose or the bottom of the toilet after you've... *(Snip! Jane the Publisher)*
Trainspotter:
a sad individual who revels in minutiae.
Tribble:
that peculiar way in which a girl's bum wiggles when she walks; as in "Hasn't she got a tribbly bum."
Trolleywar:
activity small boys participate in on hot Sunday afternoons at the local multi-story carpark in which they hop into shopping trollies and race each other down the ramps.
Umbilical:
a small runty boy who follows the hard kids around all the time laughing at their crappy jokes and saying "Hit 'im Mauler" a lot.
Wibbly:
strange.
Wodges:
lots and lots.
Wowzers:
that really is rather incredible.
Zesty: vital, happening, radical.

Now, if you want to sound as cool as a cucumber that's been left in the freezer for 24 hours, simply string a few of these words together. For example, "Wowzers! Gedoudameeway tribbly, gripply microphone head." Or "Clock this! It's a strident, umbilical pleb!" Good eh? Or should I say groovesome, I think I should. Hey! totally groovesome, dude!

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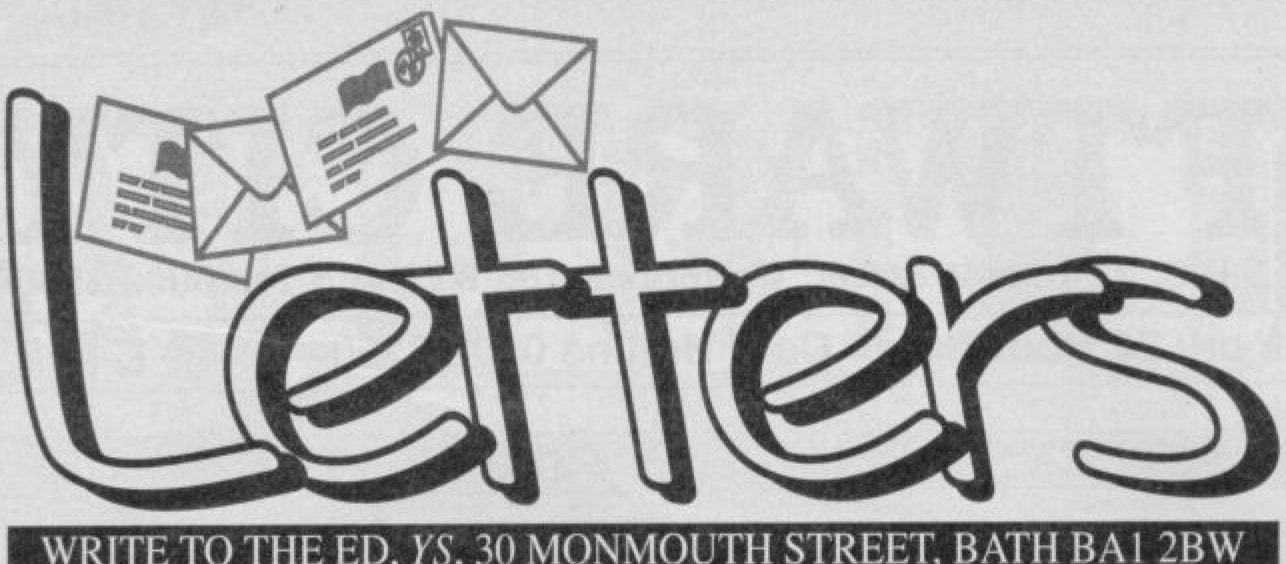
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YS7

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EUROPEAN ORDERS ACCEPTED





WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners recieve three free games! All letters win a YS badge!

While reading the letters pages this month, you should play Land of Hope and Glory on a comb and tissue paper. You see, a lot of the letters are patriotic missives from diehard Spec-chums. Read on gentle gnome...

ONWARD CHRISTIAN SPEC-CHUMS

Having been (and I still am) an avid reader of Your Sinclair since the days of Matt Bielby, I'd like to congratulate you on bringing the magazine back to life. Andy Ide wrecked the magazine (boo-hoo) and you my dear Ed have made me proud to own a Spectrum.

At school I get left out of the daily games of football because I own a Speccy, read Your Sinclair, like EMF and REM and support QPR. But then I ask myself this question as I cry myself to sleep at night sucking my dummy. Do I care that I am the only person with a Spectrum, find Linda the most cute person alive and have a face like the moon? The answer is NO! I am proud to own a Spectrum, the computer that started all computers and I don't care that my face is the way it is.

Also I say to myself what is the only computer to get into the album charts on Carter USM's album 101 Damnations? I say the Speccy. I have one problem I have lots of trouble finding Your Sinclair and I can't afford to subscribe. Have you any suggestions?

Chris Etchingham
Lutterworth, Leics

Sob sob. I'm all choked up. What praise, what affection, what love. How much do I owe you Chris? I think you're being a little bit hard on Andy Ide though, he ran things a little bit differently to me, but that doesn't mean that they were necessarily worse.

As to the school hassles, I must say I can't blame the kids for not



DOODLEBUGS

There were tonnes of groovy pics in the Doodlebugs box this month. I laid them all in front of me and then ate a packet of pepperoni crisps and a bar of galaxy. I wiped my mouth and picked this confrontational piece by Simon Cook of Frinton-On-Sea. Ooh, I feel a bit peckish now!



(NOW YOU KNOW WHAT THE GLOVES ARE FOR)



STAR LETTER

TAPPING IN

I'm currently sloping off in evening typing class (only another one hour and 45 minutes left) to bring you this letter. I'm sorry to read in this month's mag that the Speccy scene is diminishing. My little brother has got a Commodore 64 (cough, spit, boo, hiss!) and all his mates seem to have Amigas or NESs (double cough, spit, boo, hiss!!). They all seem to think that it's great fun to take the mick out of the Speccy. I don't care, I love my Speccy (I even sent it a Valentines card) and I wouldn't part with it for the world. Whilst looking through a copy of Game Zone (I only buy it for the water bombs, honest!) I noticed that some of the games were at least £50! If I had £50 I certainly wouldn't buy computer games with it. I also noticed that half of the writers were old YS peeps. What's wrong, was the strain of moving all the way to Bath too much for them?

Also flicking through this month's YS I saw that *Viz* and *Ivan Ironman* have gone budget already. Here's a question – do they make changes to a game before it goes budget? If not, what's the point of buying them full price in the first place?

I see Crash and SU have joined up. Well that's the laugh of the decade when you consider that the reason Crash didn't join forces with YS was, and I quote, "We didn't want to be relegated to a small section on the cover of YS." And so they're now a small section on the cover of SU. Ha!

I realise that this letter is dead long, but if I don't type this I'll end up typing some crap about antique fairs. Or something. I'm trying to string this out as long as possible. Only one hour and 15 minutes left to go now, which means it's taken me 30 minutes to write this letter and I haven't even done the envelope yet.

Peter Kennedy
Corby, Northants

That's an evening class well spent, Peter. I once did a computing evening class and it was completely useless. A computer then was a massive piece of machinery that whirred, clicked and spat. And I knew more than the teacher. Linda did a maths evening class, but she only lasted a few weeks. When the teacher started talking about simultaneous equations, she just had to leave.

Your question about budget games is something that's always confused me too. I suppose waiting for budgies means you're a skinflint. Or something.

By the way, your letter was far more interesting than loads of blurb about antique fairs. **Ed**

letting you play footy if you support QPR. Everyone knows that the best football team on the planet are Cambridge Utd. Alright, so they missed promotion to the first division, but it was a close run thing.

Well spotted on the Carter USM front by the way. Here in the shed we're really into the band, although opinion's divided on whether 101 Damnations is better than 30 Something. Oh, and about the availability of the issues, why not ask your newsagent to reserve you a copy. Newsagents are nice like that. **Ed.**

ANOTHER ONE BITES THE DUST

I have finally succumbed to the overwhelming power of the 16-bit computers. Indeed this is a sad tale which all started when I was downtown one afternoon...

"Whip, wow, Kapammo!" I screamed as I pressed the joystick's fire button like a trigger happy soldier. But finally when we had to leave the shop I said "C'mon dad, just a couple more goes PLEASE!" "Okay", said my dad. I played more games but I was glued to the screen. Finally I managed to prise myself from the Amiga. I thought about my humble Speccy (commence national anthem). For many years his computer had given me maximum enjoyment. I had learnt how to hack and all the basics of a humble Speccy owner. Friends at school say "Spectrums? What are they? Fridge freezers?" I still have a good old romp on my Spectrum now and again and I stil buy your excellent mag. I will support the Spectrum till the day I die! How's that for a British upbringing?

Mike 'Beloved Speccy Owner' Kavanagh
Worthing, Sussex

There's nothing wrong with owning more than one computer Mike, so long as you don't give up on the Spectrum. The questionnaire results we got from you lot have shown us that loads of you have got another computer or console, but you can't bear to give up on the old Speccy. So long as you keep buying the magazine, we'll keep on writing about the Spectrum and Wagon Wheels. **Ed.**

NOT FROM THIS PLANET

Pssst, you over there. Yep you, I have some top secret news for you. You probably thought he was nice old Spec-chum who liked to send letters to you, well think again, because. Dun! Dun! Dun! He is in fact a secret spy droid intent on taking over YS. He works for a Mr X, a super-villain who has a plan to take over the world.

Yes! Upton Jazz is Mr X's spy droid (just in case you didn't know already) and he will send letters until he has filled YS with his work. Then he will set up his own company and take over all the mags in Britain and the USA and make loads of dosh. This dosh will go to Mr X who will buy loads of land and even more companies until he's brought enough land to rule the world. The evidence is right here within Small Print and Doodlebugs. His name is not Upton Jazz it's 2BC5/8BBQ1/1921/Mk5. The only way to shut him down is to pour a mixture of cod liver oil and custard down his throat.

0068
Fleckney, Leicester

Listen 0068, I've told you before not to bother me at the office. Besides, what sort of a briefing is that? I've seen some of the Latvian agents do a better job with only a 1932 Smith Corona typewriter and some toilet paper to type on. Anyway, you haven't stumbled on a world plot, you've discovered one of our deep cover agents. If you continue to interfere in ministry affairs I shall force you to endure three hours of Richard Stilgoe impressions by Gyles Brandreth MP (our brain stupifier). Don't do it again. **Ed.**

OBSCURITY BECKONS

Listen up earth people. I am a monster from the planet Zzackee. I am soon going to take over the world and I will also own Your Sinclair. Ha! Ha! Ha! So get ready to lose your jobs you rubbish bunch! I will have my monsters do your easy jobs. Ha! Ha! Ha! Oh yes, and the Ed is a hunk.

Miss L Scott
Ardesier, Inverness

Gee, so I'm a hunk but you're still going to kick my out of my lovely job. That's not very nice is it?

SOYA PICO



Get mellow, get sorted, get Soya-ed!

Soya's been busy job hunting all month. Unfortunately the recession, and Soya's hairstyle, have combined to make all that walking and dressing up cocompletely redundant.

Hello readers, you find me in my nightgown (actually, it's an old kaftan) with my decaff coffee (with added soya milk) and live yoghurt. I've got three letters this morning, mail just makes me feel so up. I love looking at the envelopes and and the postmarks. If you think about it, it's completely cosmic the way a letter can travel such immense distances. Wow!

Dear Ms Pico

I'm sorry to inform you that your application for the post of Cleaning Appliance Executive has been unsuccessful. I have put your letter on file and if anything suitable comes up, I will not hesitate to contact you.

Yours sincerely,

Jeremy Thwack
(Personnel Officer)

Oh mouldy tofu! I really wanted that job. I thought that I'd make a really amazing vacuum cleaner salesperson. Oh no, I feel reaaally down now. Let's see what this one is...

Dear Ms Pico

I regret to inform you that your account is overdrawn by £2.48. As you have not arranged an overdraft facility, the bank charges amount to £65. That includes £20 for the writing and sending of this letter.

Could you please deposit sufficient funds to cover these costs.

Yours sincerely,

Mr F Bast
(Assistant Manager)

Aaagh! £65 for £2.48! This is exploitation! How am I meant to pay off that when the whole economy is as shaky as an incense stick stuck in a bit of Blu-tak? Maybe this one's groovy...

Dear Soya,

I met a bloke in Katmandu, apparantly you lent him three hundred quid a couple of years back. He gave me four hundred smackers to give to you. I know how much you hate money, so I've put it to good use.

Love,
Femto

I feel horribly uncosmic. Come back next month and, like, we'll talk some more, man.

NORMAN TEBBIT'S DEAD SERIOUS CORNER



MR ANGRY RETURNS!
I am absolutely lividly shocked *(So you're angry then are you? Ed)*. Reading through the back issues from 1988 right up to last year, utter shock hit me. To be blunt, the standard of your magazine has dropped. And you are supposed to be the best magazine for Speccy owners.

Look at your ABC. It has dropped by about at least twenty thousand to a mere 59,059, by a quarter of what it used to be. Naturally you will try to slip your way out of this by going on that less people actually own Speccies. If so then where have the existing Speccies disappeared to? And don't try to pull a fast one, silly replies are self-damning. You ask in the questionnaires what we think of the existing columns, yet you do not ask us what we think when you strangle a section in mid-bloom so to speak.

Admittedly some people are more games-orientated, so you concentrate on reviews, well that's fine. And you recently introduced a page devoted to the SAM Coupé, which is good. And you also introduced a technology help page, ie Spec Tec, which is also a damn good idea. Thankfully you haven't got rid of Program Pitstop, but where the hell is Rage Hard? It was one of the best, if not the best, columns reviewing hardware for the Speccy. It was a real boost when contemplating which thing to buy next, and which was the best value for money.

Don't think I don't give a damn about gaming – I do. But where will the Raf Ceccoes appear from if there's nobody around to help them on their way; to help them to the top? Now I'm not sure about this, but I suspect that this very magazine (in its better format) had something to do with Nigel Grange's progress in the gaming world. Somehow, but I'm not sure about this. (Etc etc etc etc etc etc. *Large ranting bit removed because we haven't got space)* And I'm damn serious about this – even Crash can do better than this.
Ken Guest
County Tipperary

I've printed the vast majority of this letter, but we started running out of space when Mr Guest got onto the subject of what his friends read. Anyway, to your complaints. Our circulation is still nearly twice as much as the other Spectrum magazine, our's has dropped by about twenty percent, compare that with Crash's which dropped from over 100,000 to about 30,000. You ask where the Spectrums have gone. They've gone to the same place as the ZX-81, the Lynx, the Dragon 32, the Genie, the TRS-80, the Newbrain and the Jupiter Ace; under the stairs with the Ricochet Racers and the Ludo boardgame. Not everyone has the common sense to stick with the Speccy.

You accuse us of getting rid of Rage Hard mid-bloom. We stopped covering hardware regularly because there wasn't any coming out. It's a little bit difficult to fill a page with news and reviews of hardware when the only item appearing is a new (different shape or colour) joystick. However, we have got two pages of hardware reviews this issue as a kind of seasonal special. As to your final bit, I haven't a clue what you're on about Ken, old bean. If you'd like us to turn into some sort of anorak wearing, train-spotting, propellor-headed manual rather than a magazine then you've got a long wait on your hands. Here at YS we're convinced that computers are fun items, whether you use them for word processing or games playing. If your quest for technical knowledge isn't being satisfied each month then why don't you read the Maplins catalogue from cover to cover. That ought to slake your thirst.

You say the mag's gone downhill, but you then proceed to praise SAM Centre, Spec Tec, Pitstop and you at least appreciate the games pages. That must be a good third of the mag. As to your final comment, I'll point out the fact that Crash has been 'swapped' with EMAP and 'incorporated' into Sinclair User. It's obviously such a tremendously successful magazine, that they thought they'd dissolve it. You're not related to Moira Guest the Sun columnist are you? **Ed.**

Besides, if you're a monster how are you going to take over the planet? As soon as someone sees you, they'll phone up the zoo and get some keepers out to manhandle you into a cage. That would put paid to your plans wouldn't it, hmmm? **Ed.**

WHAT A NERD-HERD
I saw a poster of EMF and if you ask me they look like nerds. Here's a little poem I made up.

EMF are crap,
They can't even use a map,
Their songs are alright,
Even if they have no eyesight.

Funky poem eh, Hutch? Did you know funky is my fave word?

And what happened to Slots of Fun? Run out of money to put in the machine? Before I go I've just got one more question. Do you like Seal?
Nick 'Hair-do' Jenkin
Truro, Cornwall

I'll have you know that the band can use a map. After all, they made it out of the Forest of Dean and onto Top of the Pops. Slots of Fun returned last issue. This amazing feature was only made possible when Linda discovered a stash of pennies under her bunkbed. And yes I do like Seal, although my admitting that has probably damned him to 12 months of abuse and sarcasm at the hands of you lot. **Ed.**

TOYS FOR THE BOYS?
I am conducting a GCSE study on whether computer are more popular with males than females. I would be grateful for any info.
Gareth Brown
Leicester

We get a lot of letters from our female readers, strangely however, they're nearly always entries for the Trainspotters section of the letters pages. **Ed.**

TRAINSPOTTERS



OVERBOARD
Please explain the word 'onb' in the caption for the Italia 90 review.
Geoff Wilkinson
Ware

Over to the Chambers dictionary for this one: Onb (n): Sub-clause of the verb onboard, often used as an abbreviation. Eg: The dinghy had an onb motor. Next please. **Ed.**

NO WAY
In the Where Are They Now? bit, you spelt 'Dwarve' 'Dwarf'. In the Hobit (sic) book Tolkein explained that he spells 'Dwarf' as 'Dwarve'. Oh yes and excuse the print, it's my first letter.
Joseph Glynn
Manchester

No I will not excuse the print. I don't care whether this is your first letter or not, if you're going to trainspot us then you'd better make pretty certain there are no mistakes in your letter. And the next. **Ed.**

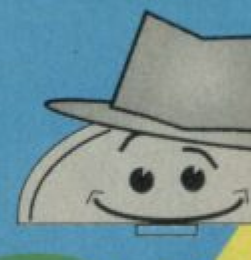
TEMPERATURE'S RISING
In the final verdict box for Jetsons it was 50°, but the numbers up the side read 70°. Also, on page nine, the Rock Around the Clock bit tells you to put your clocks back six years to 1986, but the title says 1989. I deserve two trainspotters I think!
Julie Foxcroft
Orkney

Blimey, an Orkney reader. I didn't realise Future Publishing's postmen had that kind of staying power. Anyway, the final verdict bit arose because Maryanne didn't agree with Linda's verdict and filled in a bit more of the thermometer. As Maryanne knows nothing about games I'll have to throw out your argument on a technicality. As to your other Trainspotter, here at YS we're so far ahead of our times that the space-time continuum folds around us disrupting things. Hence we didn't travel back in time quite as far as we meant to. **Ed.**

DUM DUM
In the May 1992 issue on the back cover, upside down, it said May 1778, No.13. What? Also in the Clock This box it had a load of absolute nonsense in about compulsively stealing shopping trollies.
Tim Burch
Beckenham

Dear, No Sense of Humour. The back cover was a little joke (journalistic term no. 7) on our behalf. We thought that it might amuse, but (in your case anyway) we were obviously wrong.

The next time you read something questionable in the magazine, stop and ask yourself if we're being serious or not before choosing to clutter up our letters pages. I thank you. **Ed.**



NEWS

Kaleidoscope arrives! As does the Game Star! What are they? Jon Pillar reveals all.

NEW SAM PACKAGE ON SALE

A new SAM bundle has been announced. It's called the Game Star. Retailing at £99.99, it's really what SAMCo were aiming for when SAM was launched – a sub-£100 256K tape machine. Getting rid of the disk drive might seem a strange idea, but the reasoning behind Game Star is that it's the perfect entry-level Coupé for Speccy owners.

The new bundle is backed by the INDUG user group, publishers of FORMAT magazine, and comes complete with four games and a version of the *Specmaker* emulator. This claims a far higher compatibility rate with Speccy games than the official SAMCo emulator. Buying the Game Star also entitles you to a year's free membership of the INDUG group, which offers advice to hapless users as well as discounts on many Coupé releases. The group also plans to support Game Star with compilations of Speccy ported games.

There are some odd omissions from the Game Star pack. The art package, *Flash!* has disappeared, as has Mel Croucher's User Manual. A short instruction pamphlet replaces it, giving basic introductory instructions. The manual and *Flash!* will be offered for sale separately later.

MOVING ON UP

SAMCo are moving offices. The upcoming move is part of a change of policy for the company, which is turning away from the tribulations of the mass-market games arena and more towards the publishing side of things. "Our strengths are in design, and in inspiring new developers. Two years from now I want us to be known as a company that encourages newcomers into the industry, helping them to try things for themselves," said Alan Miles from the depths of Swansea's Silicon Valleys.

As part of this new policy, SAMCo are branching out to cover all aspects of computing. "If people take the time to develop a new piece of hardware or software, no matter which computer it's for, we'll consider publishing it," added Miles. "Although obviously it won't be to the detriment of our support for SAM."

The last word? "Basically, we'd like to concentrate on design and development, and leave the actual selling of SAM to licensed manufacturers."

BRAINACHE

Supplement Software/£4.50

SAM Supplement, that world-famous disk mag from Walsall, has launched a software range under the witty title of Supplement Software. Programmers The Supple Boys are aiming to release a new game every couple of weeks – their next, *Pazook*, is due any day now. But enough of this staged buffoonery.

Brainache is not *Triltex 3*, despite what you may think after glancing at the screenshots. The gimmick in this puzzle game is that you use the joystick or mouse to position the cursor between two tiles, then click to swap their positions. If like tiles connect, they both disappear from the board. The idea, as you might have guessed, is to clear all of the 23 boards.

This game is stupidly playable. Like *Beetle Mania*, the emphasis is on your own skill – there are no bothersome time limits to worry about. The cunning bit is that you can't swap tiles and empty spaces, and mistakes always seem to lead to tiles being hurled out into the corners of the screen. It's so frustrating you'll be nibbling your joystick in a frenzy. The presentation is pretty dull – there are some bouncy logos on the title screen, the graphics are basic tile designs and the sound is a fuzz-plink *Sound Machine* ditty – but the gameplay stands up well. Good stuff.

71°



Boris paused. Suddenly it all made sense. The pattern of tiles was a hidden message from Mister Link regarding the dead letter box. And the green spot? That was Eric's little joke.



Easy-peasy. Just swap those two there, those two over there, and bring that one in the corner over a bit. Are you taking notes?

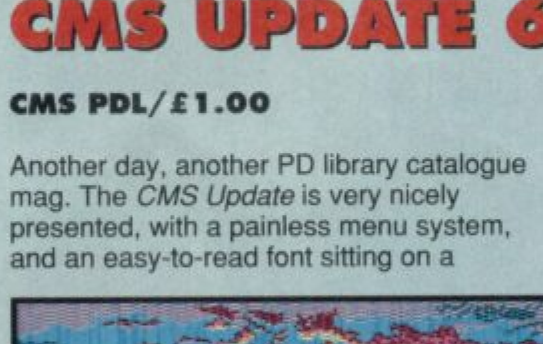


It's peculiar, but the layout of Level 13 reminds me irrestistibly of Guildford's new contra-flow system.

CMS UPDATE 6

CMS PDL/£1.00

Another day, another PD library catalogue mag. The *CMS Update* is very nicely presented, with a painless menu system, and an easy-to-read font sitting on a



Down in the desert, the coyotes howled. The hitchhiker smiled, and the cacti grew a bit.

resftully dark background. The actual content of the mag is a different matter. Editorial is a bit of bumph, a review and some game tips. Everything is written in a wildly enthusiastic but markedly amateurish fashion. In other words, lots of exclamation marks and a complete lack of grammatical knowledge. (The actual CMS slogan is "Creativity at it's best." Aie!) Another gripe is the demo section. Where's the logic behind promoting a PD library with *Sound Machine* demos of Super Trouper and This Ol' House? Fortunately, the mag is saved by the most important section - the PD update. This is snappily written, with a good twelve pages' worth of info. Worth a look for this, but as a mag the *Update* just doesn't cut the mustard.

★★☆☆☆

BEETLE MANIA

GA Bobker/£10.95 (£9.95 to SAM Centre readers)

GA Bobker, he of the many Speccy utilities, has turned his talents to the SAM. Among his Coupé releases sits this rather interesting game. Remember *Brainsport*, that funky covertape game of a few months ago? You had to move barrels around a maze and into some holes, being careful not to trap the barrels up against the walls.



Mrs Beetle was an industrious insect. For a time she scurried around. Then she won the Pulitzer Prize. Then she had a spot of lunch.

Well, *Beetle Mania* is *Brainsport* all over again, except this time with an insect in the title role. The game's still as fun as ever, requiring loads of tiny but perfect pokes at the control keys (no joystick option – it's not sensitive enough) as you manoeuvre the barrels all over the place. The presentation on the game is not that good, to put it politely. The graphics are very Speccy-like, and my version didn't load at all in 512K mode. However, to make up for it, there are a couple of really nice features. There are no baddies, or time limits – you keep plugging away at a screen until you beat it. Also, you can jump straight to any of the fifty levels.

There's a lot of lasting appeal in this game. I've got completely stuck on level three, so it should sell well to people who like a challenge. Sadly, the one gripe I've got is a major one. For what it is, the game is massively overpriced, even with that one pound discount. And that really is a shame.

56°

KALEIDOSCOPE

SAMCo/£39.99

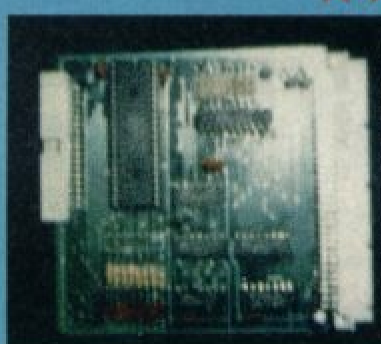
Well, it's here and it works. The Kaleidoscope – a new circuit that increases the Coupé's palette of 128 colours to 32,768 of the beggars – has finally banged onto the YS doormat. The version I saw was the one that comes with the DIY Hardware Development Kit – but fans of my adventures with electricity will be disappointed to learn that the kit was already made up.

It's actually extremely difficult to judge just how useful the Kaleidoscope is going to be. The demo disk that came with the kit is slightly rubbish, with a few "here's a screen full of different shades of a particular colour" affairs and nothing else. Not even a Kaleidoscoped picture. Even trickier, as this was a pre-release unit, I didn't get any technical info. Oh well.

To be honest, the bundled demos rather put me off the kit. The actual colour-enhancing process is, as SAMCo cheerfully admit, a bodge. The unit doesn't produce "pure" colours, it sort of mixes the originals and fiddles about a bit with the TV signal. This is all impressively clever, but the actual results vary according to the colour. In the worst case, as the demos show painfully clearly, some shades seem to have a terminal case of the streaks.

The Kaleidoscope certainly has the potential to propel the Coupé into the big time, but only if some talented programmers get their hooks into the unit. Apparently pre-release units are already swooshing around the development community, so hopefully good software is coming. Unless you're a serious hacker, until it arrives, I'd have to recommend you hold onto your money.

★★★☆☆



Actually, this is the £29.99 solder-it-yourself hardware kit. The Kaleido-scope circuit is on the left. (Or something.)

POST BOX

GA Bobker, 29 Chadderton Drive, Unsworth, Bury, Lancs BL9 8NL.

CMS, David Cowell, 70 Donald Drive, Romford RM6 5DU.

SAMCo - still moving!
☎ 0792 700300

Softrix, John Pitts, 20 Stubbing Way, Shipley, W Yorks BD18 2EZ.

Supplement Software, J Tonks, 37 Parker Street, Bloxwich, Walsall WS3 2LE.
☎ 0922 406239

SOFTRIX 1

JMP-Soft/£3.50

It may be late (I lost the disks) but let's take a look at this mag aimed at the more techy SAM users. *Softrix 1* has two disks jam-packed with machine code routines to make a programmer's life easier. F'r instance, if you've ever tried programming using the official memory management guidelines, you'll know just what a dull, fussy task it is. *Softrix* has a routine called *Locator* which sits in front of your code and works out where to put it, automatically updating the memory slot tables. Damn useful. Also on this launch disk is a new interrupt-driven *Scroller* command with ten parameters and some wibbly screen effects.



If you look very closely, you can just see an old lady sitting quietly in the top room.

The second disk of the two is a taster of JMP-Soft's new sample-from-the-tape-port software. The demos are surprisingly good, and the sampler looks very, um, tasty.

Softrix is an excellent mag. If you're into really using your SAM rather than using it to play *Tetris*, get *Softrix*. And I can't put it more clearly than that.

★★★★★

"Into the ether!" boomed Captain Splendid. Sage advice if ever I heard it. Send all your SAM stuff to me here at SAM Centre, YS, 30 Monmouth Street, Bath BA1 2BW, and I'll see you next month. Excelsior!

YS hints'n'tips



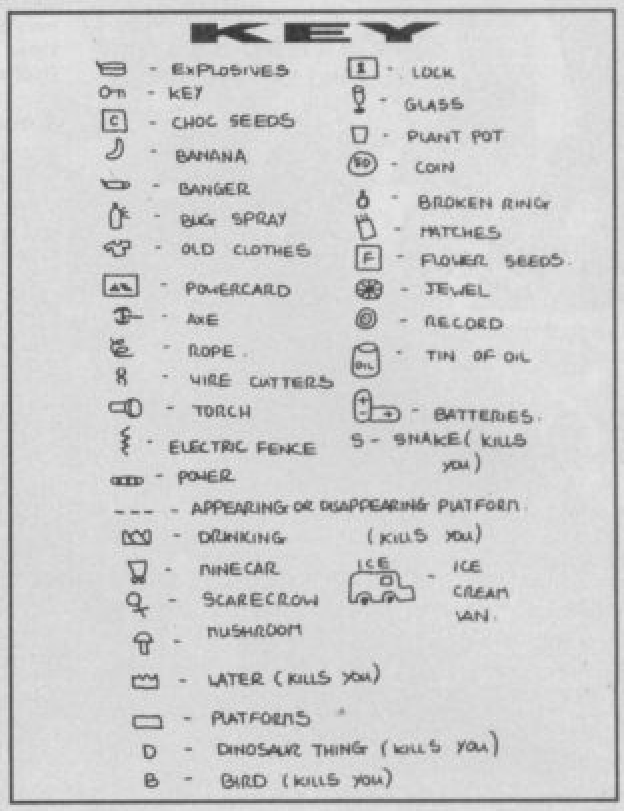
TIPSHOP

Greetings most excellent Spec-chums! I hope you enjoyed last month's Tipshop extravaganza, I had a ton of fun putting it together. Unfortunately the dictates of time and space mean that I can't do it again this month. Don't worry, as soon as there's a few spare pages going I'll nab them and we can do it all over again.

As you can probably tell, I'm in a good mood this month. I've just moved to the diddiest little flat that's got its own back garden and, wait for it, a washing machine. Hurrah! No more visits to the launderette, no more reading The People's Friend and no more damp clothes hanging over the backs of chairs. Mind you, it's an expensive business this moving lark. I've had to buy miles of shelving and loads of new plastic flowers. But it's worth it, plastic daisies make a place look so homely!

BIFF

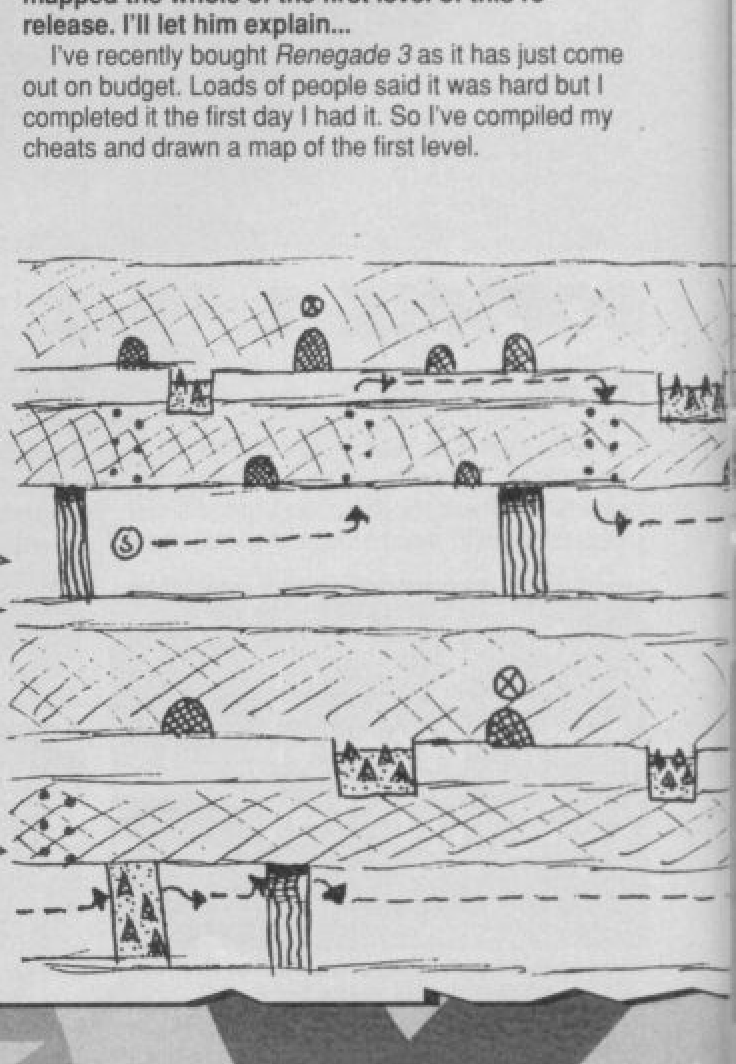
Michael Robinson strikes again! Is there no game that this man can't map? And how does he do it so quickly? Maybe we'll never know. In return for all his hard work I'd like to say hello to Dave 'Rave' Vaux.



REN

Alex Kyriacou is so big and brave that he's mapped the whole of the first level of this re-release. I'll let him explain...

I've recently bought *Renegade 3* as it has just come out on budget. Loads of people said it was hard but I completed it the first day I had it. So I've compiled my cheats and drawn a map of the first level.



MEGA MAP

L, collect powercard, Rx2, collect wirecutters, use wire cutters, L, collect rope, Dx3, Lx2, use rope, L, collect old clothes, Lx2, use old clothes, Lx2, collect chocolate seeds, Rx2 and use choc seeds.

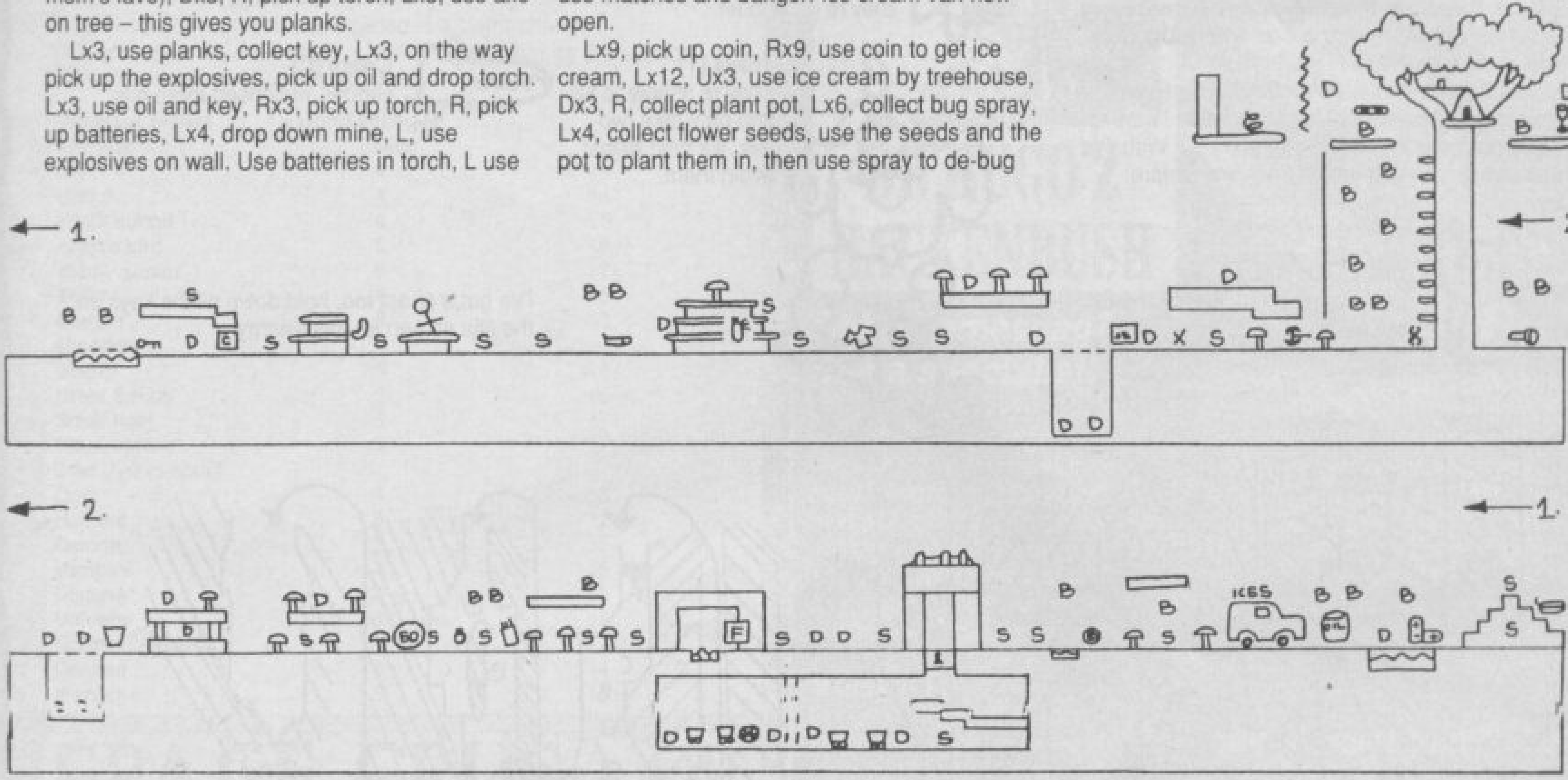
Take the chocolates, Rx7, on the way pick up axe, Ux3, use chocs by the treehouse (they're mom's fave), Dx3, R, pick up torch, Lx8, use axe on tree – this gives you planks.

Lx3, use planks, collect key, Lx3, on the way pick up the explosives, pick up oil and drop torch. Lx3, use oil and key, Rx3, pick up torch, R, pick up batteries, Lx4, drop down mine, L, use explosives on wall. Use batteries in torch, L use torch and pick up jewel, Rx2, U, Lx4, pick up ring and use jewel to fix ring.

R, pick up matches, Lx4, Ux3, use ring by treehouse and collect glass. Dx3, Rx7, use glass and it will become full. Lx7, Ux3, use glass by treehouse, Dx3, Lx5, pick up banana and use it for energy. Lx9, pick up record, Rx2, use record, use matches and banger. Ice cream van now open.

Lx9, pick up coin, Rx9, use coin to get ice cream, Lx12, Ux3, use ice cream by treehouse, Dx3, R, collect plant pot, Lx6, collect bug spray, Lx4, collect flower seeds, use the seeds and the pot to plant them in, then use spray to de-bug them. Rx9, Ux3, use by treehouse. Mom's happy and let's you in. Well done!

Yeah, well done! (Ahem.)



NEGADE 3

When the game has loaded, hold down Q and T on the title screen. The border should flash multi-coloured, now choose your controls and start the game. You will have four lives at the beginning of each level, infinite time and, when you press Q and T together, the ability to skip as many levels as you like.

Nasties



Boxing dinosaurs
These are one of your main opponents. Any move, apart from a punch, will get rid of them.



Hairy cavemen
These are best dealt with by a few low punches.

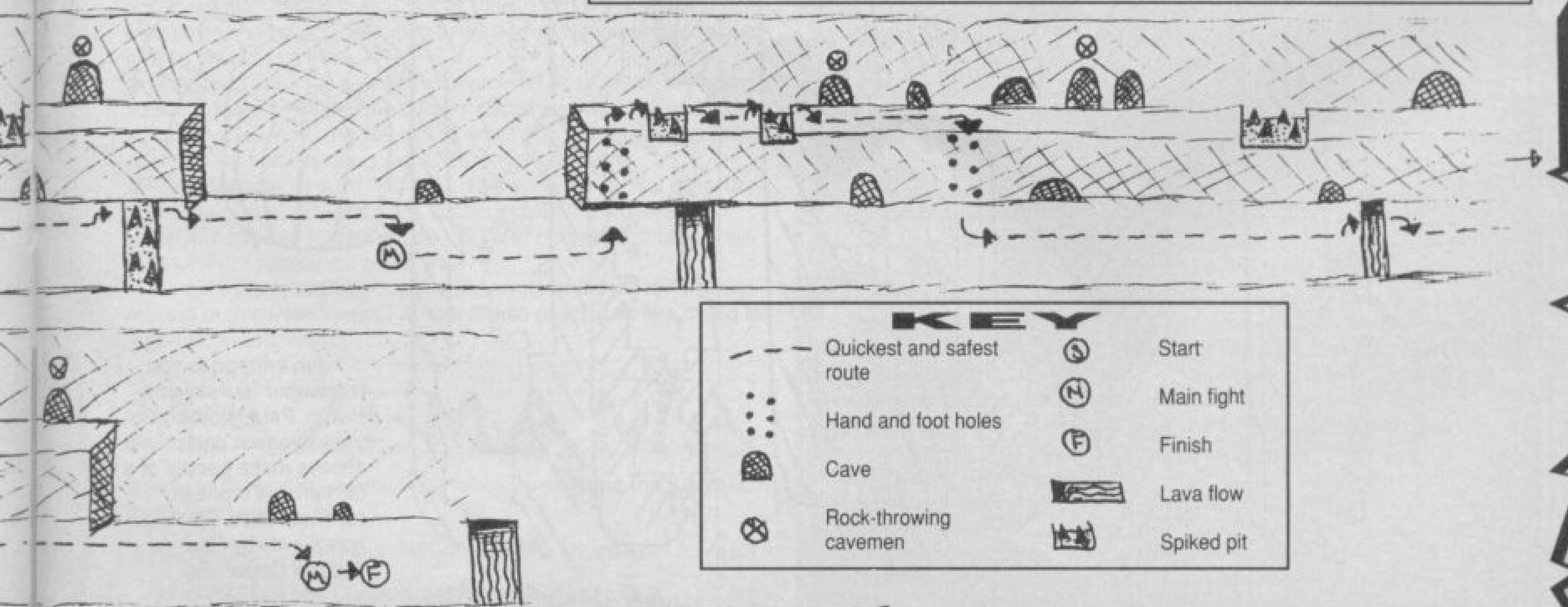


Rock-throwing cavemen
You can't actually kill these. Just dodge their rocks.



Archaeoteryx
You can't kill these either, but they lay eggs which crack open to release baby dinosaurs.

Baby dinosaurs
These pop out of eggs and only take one hit to kill.



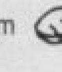
DIZZY DOWN THE RAPIDS

The Codies seem to have about four Dizzy games on the go at once at the moment. Here, thanks to Paul Michael Armstrong, is a bit of help with the one where Diz gets to sit in a barrel...

Isn't it irritating in *Dizzy Down The Rapids* when you have a choice of two water lanes and you go down the wrong one and die? With this amazing map you needn't worry anymore.



Flies (F)
They only take one hit to kill, but they're hard to hit.

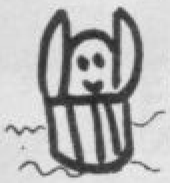
B
Bonus clam 



Trolls (T)
They're simple to kill and only take two hits. It's best to just avoid them.

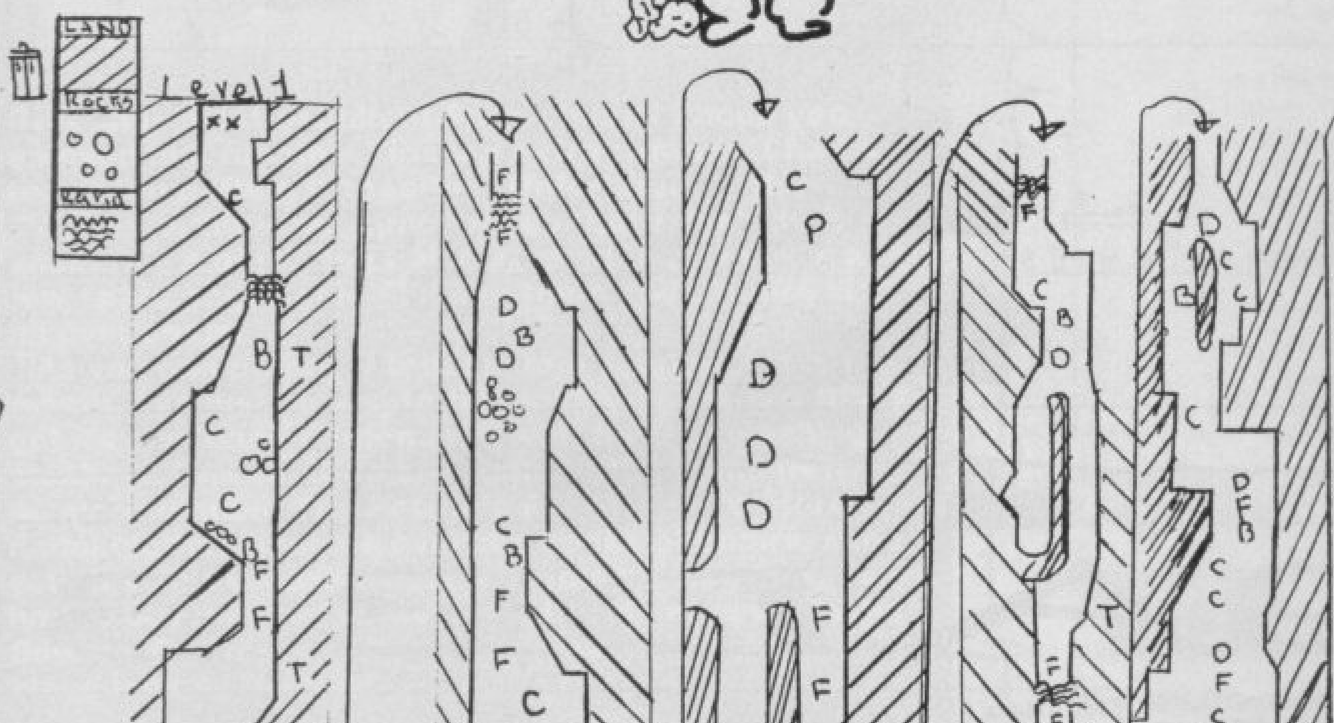


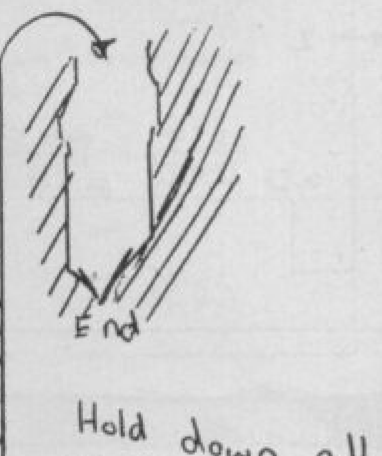
Crocs (C)
Harder, they need three hits



Dizzy Devils (D)
Easy to get rid of, just hit them twice.

I've got a cheat too, hold down all the keys on the title screen for infy energy.





I don't suppose you remember Starsky and Hutch, Paul Michael. But your two first names will always make people of a certain age smile in remembrance. *(Starsky was played by Paul Michael Glaser. Ed)*

QUEST ADVENTURE

Lawrence Dean has been noting down all the difficult bits in this adventurous covergame. Why? So he can he can be of help to you lot, of course.

☆ The key to the drawbridge is in the mindflayer in the mountains.
☆ To open the drawbridge, write OPEN SOUTH.
☆ The mirror in the woods is for killing the medusa in the castle
☆ The scroll reads 'What is needed is a slight change'.
☆ Don't open the safe which is in the same room as the warrior. There's a nasty little something inside.

Monster hitlist *** = worth killing**

Monster	**Dice**		**Adds**	
Rat	4		14	*
Ghoul	4		14	
Black hobbit	4		15	*
Jubjub bird	5		18	
Tubby goblin	5		17	*
Wizard	4		15	
Dragon	5		18	
Mindflayer	4	12		*
Golem	5		18	*
Great Balrog	5		18	*
Small tiger	5		17	
Black spider	5		17	
Tree (see vampire)				
Ogre	4		13	
Half orc	5		17	
Demon	5		17	*
Vampire	4		15	
Dispater	3		10	*
Unicorn	5		16	
Golden Leopard	5		17	
Centaur	4		14	
Warrior	5		18	

SPACE CRUSADE

Martin Colley's so great that he's completely finished Gremlin's alien basher and managed to send in some tips. Hurrah!

✪ Choose the power sword and power glove for the Blood Angels commander and make sure he also has the bionic arm and the forcefield.
✪ Choose the heavy bolter for the Imperial Fists commander and make sure he has the combi-weapon and the bionic eye.
✪ Choose the power axe and the bolt pistol for the Ultra Marines commander and make sure he also has the digital weapon and medi-kit.
✪ When playing the Blood Angels make sure that two of your men are carrying bolters and that you also have close assault blades and bolt pistols. Upon attacking diagonally, the marine will reduce the defence of the enemy by one dice. This attack should always work upon Gretchins as it'll take away their only defence dice.
✪ Upon gaining Master Controls, stand your men next to doorways during combat. Any alien who stands next to you in the doorway can then be crushed during your next turn by selecting the door icon and closing the door on them.
✪ Upon destroying the radioactive source in Level Seven, the energy source in Level Eight and the cube of chaos in Level 12, stand on the square they were on and you can pick them up. This gains you extra points as the first two are given as secondary missions.
✪ When opening an outer hall door, destroying the control panel in Level 11 or blowing up the weak spot in Level Ten, do not stand within four squares as any objects, aliens or marines in this area will die as they're sucked out of the ship.

Imagine being sucked out of a little hole and then left to float around in deep blackness? I think it'd be great, just like being in a flotation tank. Mmm!

MAZEMANIA

Andrew Malcolm so loved our fabby covergame that he sent in the level codes. Ah!

★ HARLECH ★ JUPITER ★ STAYPUFT

STAYPUFT? I don't know what it means, but I like it.

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Hallo again. I'm afraid something's come up, so I can't deal with your queries this month. Oh, you've brought them all with you. Okay, we'll do them here. Excuse me a moment. Yes, your honour, I intend to represent myself. Bring on the prosecution – I'll demolish 'em.

MARSPORT

Objection! What? Well, I don't care if he was calling the first witness. I find his manner highly objectionable. Now, where were we? Ah yes. **John Osborne** has dashed off a missive solving **Richard D**'s problems with the Nova Bomb. "To pass it, you'll need the glass from Iaxa-H and the frame from Iaxa-E. Get the sun map from the map room in Iaxa-G and put the whole lot into a factor unit. This will produce a useful pair of goggles."

They say one good turn deserves another, but what do I care? They say a lot of things, and you can't prove half of them. Anyway. Here's the solution to Osborne's own gamesnag courtesy of Clinic perennial **Richard Swann**. "To get into the Bar you need to make off with the Mars map from the map room. (Mars bar, geddit?) Once in the Bar, take the tea and combine it in a factor unit with the syringe and the insect from Gill-D. You're now well and truly vaccinated against all known diseases." Thanks a lot Swann – Osborne's eyebrow fungus was helping pay the rent.

SPELLBOUND DIZZY

Objection! No not you, you bewigged buffoon. I was objecting to the number of times people write in about the *Dizzy* games. Honestly, you'd think they had nothing better to get hopelessly stuck in. Anyway. **Richard Smith**, **Jonathan George**, **BJ Kenny**, **David Hulse** and several other people have all put pen to paper in an effort to help the population of Dulwich. All together now... "To get the aqualung in *Spellbound Dizzy* you first have to go to the end of the mineshaft. Collect three rocks, then use the bag to get the golden shamrock. Descend the windy shaft, find Stereotypical Shamus the leprechaun and give him the shamrock. Take his talisman to the reservoir and jump in, using the talisman when the underwater monster tries to nab you. Leave the water, go right, and there's the aqualung."

Alastair Taylorson, **David Hulse** and **Michael Rochford** take up the tale in charming harmony. "Get the umbrella and the stick, put the stick next to the fire then take both through the rainy screen. Go the bee hive, drop the stick and wait for the bees to leave. Collect the honey in the honeypot and give it to the bear. Jump onto the mushroom that's on the screen with the bear and you'll bounce up into the bear's cave. From here, get the bones and the pepper and return to the start screen. Drop the bones and find the whale, hop onto her back and liberally sprinkle the pepper around. The whale will blow you up into the clouds where you'll find the flippers." Objection! Your honour, you can't possibly overrule. With the greatest respect, my distinguished colleague is quite obviously drunk.

FANTASY WORLD DIZZY

As you'll no doubt recall, the Bouncing Purple Klein Bottle of Blivicia found 29 of the coins hidden in this eggy game. Now, the unstoppable Swann and **Tim Parris** have rooted out coin number 30. "The last coin is just past the plate of spikes. You have to get it before you pull the lever to rescue Daisy, because this, um, stops you from getting it. Basically." Nicely put, fellows. Objection! Your honour, I move for dismissal. My attorney is obviously an idiot. Well, I'm glad you agree.

AU SECOURS!

Paul Spillar: "In *Knight Tyme*, how do you make the ID card, fix the transporter and get the laser away from Klink?"
Richard "Everywhere" Swann: "Where do you fill the oil can in *Everyone's A Wally*?"
Lisa Howett: "How do you steer the Liar in *Dark Star* after it has landed on a planet?"

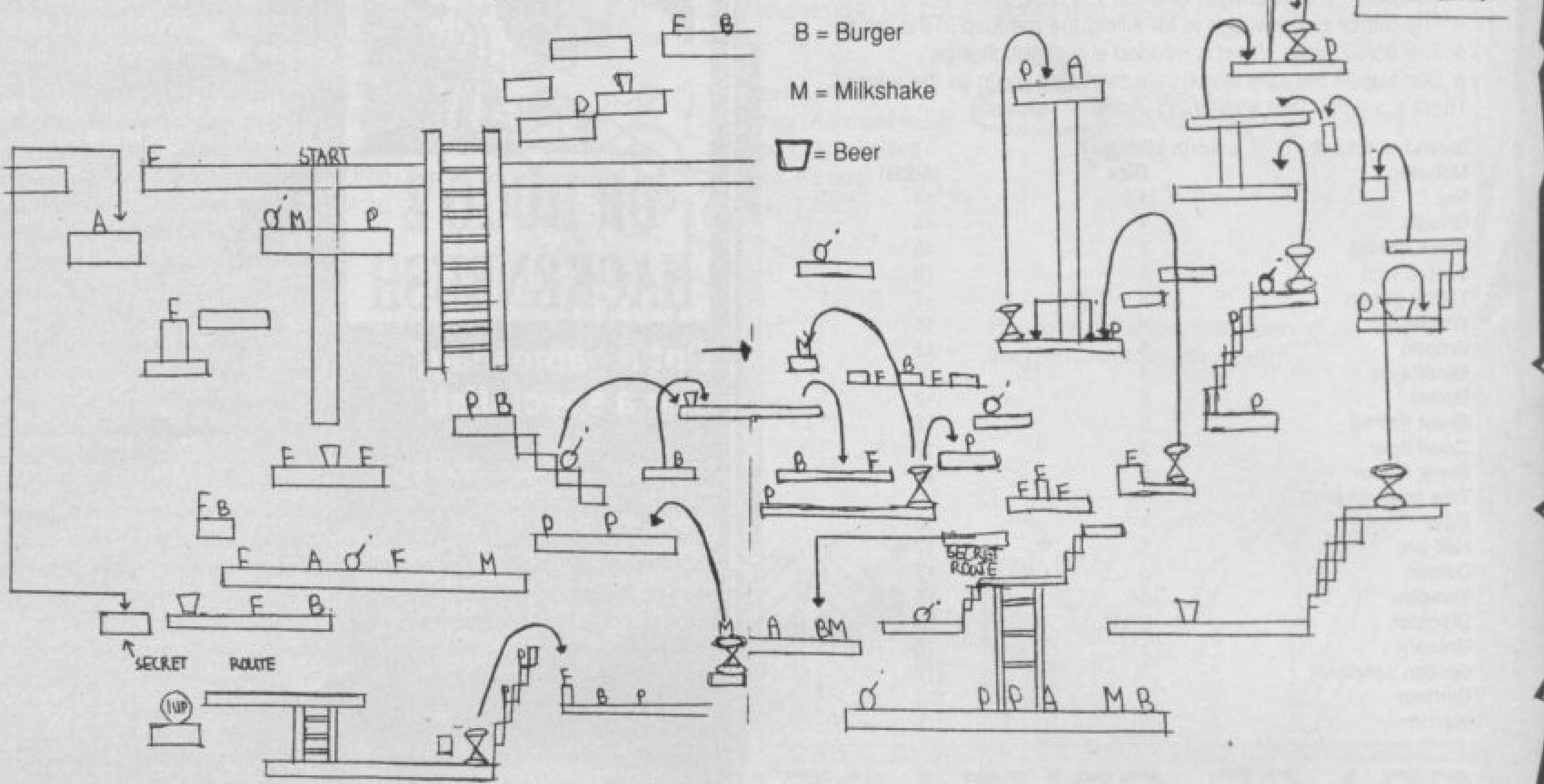
Your honour, I await the verdict of the jury. Guilty? I find that hard to believe, especially after I paid off the jurors. Well folks, it looks as if I'll be seeing you in about 30 days. Don't forget, the bi-monthly Secret Word competition is still open to latecomers. Secret Word Number 2 is the common five letter name of the North Atlantic fish *Brosmius brosme*, and in the event of a tie, the prize will go to the person who can name the most varieties of cheese. Say, that reminds me. Tell me your honour, what's the food like in this jail?

BIG NOSE'S AMERICAN ADVENTURE

Mehul Lakhani was so impressed with the reviews of *Big Nose* that he went and bought it. What's more, he managed to map the game.

KEY

= Spring (1UP) = Extra life = Bomb P = Policeman



Oh and don't bother getting the beer, although it gives you energy, it's too hard to play on.

Not bother getting the beer! What is the world coming to, are we breeding a nation of diet coke swillers?

PRACTICAL POKES

This month's column is taken up almost entirely by oldies, due to my receiving a MultiPoke (remember them?) for the very first Speedlock. Yes, the very first one. The ancient, nay prehistoric one. Hence the ancient and prehistoric games. Hmmm.

THE BIG BIT

Said MultiPoke was coded by a new group to grace these pages, the Black Knights. No, I'd never heard of them either, until close inspection of the signatures at the bottom of their letter revealed something not dissimilar to Richard Swann. Yeah, I thought it'd ring a bell. His mate, Matt Corby of Just-Down-The-Road in Camberley makes up the duo.

Here's what to do. Firstly, slap in the massive chunk of basic (that's lines 10-320) exactly as printed, and save it to tape or disk for future use. Now type in the relevant line 330 (and line 20 where applicable) for the game you want to hack, and RUN the whole shebang. Unless you've cocked it up (in which case you'll be told), you can load your game tape as with any other POKEs listing and it will get going with the cheats firmly in place.

```
10 REM Speedlock Multipoke by Black Knights
20 CLEAR 65535: LET T=0
30 FOR F=23296 TO 23447
40 READ A: POKE F,A
50 LET T=T+A: NEXT F
60 IF T17398 THEN PRINT "CHECK DATA": STOP
70 FOR F=F TO 1E9
80 READ A: IF A=999 THEN RANDOMIZE USR 23296
90 POKE F,A: NEXT F
100 DATA 221,33,203,92,237,91
110 DATA 152,91,62,255,55,205
120 DATA 86,5,48,240,33,253,94
130 DATA 237,75,154,91,22,203
140 DATA 205,136,91,17,46,0,42
150 DATA 154,91,167,237,82,229
160 DATA 193,33,43,95,58,164,91
170 DATA 87,205,136,91,33,43,95
180 DATA 237,91,156,91,237,75
190 DATA 154,91,237,176,42,156
200 DATA 91,126,254,61,40,38,42
210 DATA 156,91,17,7,0,167,237
220 DATA 90,17,253,94,123,119,35
230 DATA 122,119,42,156,91,17
240 DATA 77,0,167,237,90,17,108
250 DATA 91,123,119,35,122,119,42
260 DATA 156,91,233,33,165,91,237
270 DATA 91,158,91,1,32,0,237,176
280 DATA 237,91,160,91,42,158,91
290 DATA 125,18,19,124,18,42,162
300 DATA 91,233,126,170,119,122
310 DATA 198,10,203,255,87,35,11
320 DATA 120,177,32,241,201
```

THE LITTLE BITS

Now type in one of these and RUN the entire program. For this little lot, Richard and Matt are this month's Hackers of the Month.

TAPPER

```
20 CLEAR 6E43
30 DATA
173,5,237,1,47,254,1,254,224,
255,172,255,171,62,182,50,209,129,
195,
0,128,99
```

POLE POSITION

```
330 DATA 26,6,203,2,176,253,232,
253,195,255,132,255,187,62,201,50,
112,136,195,0,91,999
```

SAM STOAT

```
330 DATA 173,5,242,2,47,251,0,253,
246,252,182,252,183,62,201,50,157,
199,
50,108,189,195,24,191,999
```

ZAXXON

```
20 CLEAR 65E3
330 DATA
141,5,242,1,46,254,30,254,
236,255,180,255,221,62,182,50,146,
129,
195,0,128,999
```

SPYHUNTER

```
330 DATA
141,5,242,1,187,236,96,255,
121,238,65,238,221,33,105,255,34,1
09,
234,195,96,234,62,195,50,247,207,1
95,0,192,999
```

More next month.

SIDEWINDER III

S'pose I ought to print some unanonymous stuff, so here's some dead easy chuck-in-and-run bits to, eerrm.. chuck in and run. They're far too short to worry about, and shouldn't take more than, oooohh, six seconds to get going. Thanks once again to the Lanarkshire "posse", Gerard Sweeney, Raymond Russell and Jamie Murray.

```
10 REM Sidewinder 2 by HA
20 CLEAR 65535: LOAD ""CODE
16384
30 FOR F=16400 TO 16407
40 READ A: POKE F,A: NEXT F
50 RANDOMIZE USR 16384
60 DATA
62,182,50,53,128,195,121,91
```

ORF TO BED

The bottom of the page looks nearer and nearer, just as my bed looks more and more comfortable. Send your stuff to me, Jolly Jon North, at PP, YS, 30 Monmouth Street, Bath, Avon BA1 2BW – and send your Pokerama requests to me, too. No sae, no reply. And unless you send a copy of any games you want done (sae if you want them back), I can't do them. See you in the scrolly

SPLAT!

Christopher Bailey has been hacking away at *Splat!* on the SAM Coupé and he's got a POKE.

When the loading screen pops up press <ESCAPE> and then type the folowing...
35 LET lives=*,lf=1, level=1,lev=*, score=*
(instead of stars, put numbers)

Now run the program and you will have as many lives as you selected and will also be on the level you selected. That wasn't too painful, was it? And here's *Splat!* maps for Landscape One (Levels One and Two) and Landscape Three (Level One).

Please use them, cos they took ages. Have some chewing gum, it's sugar free so it won't rot your teeth.

KEY

+ = Grass

= Plum

= Water

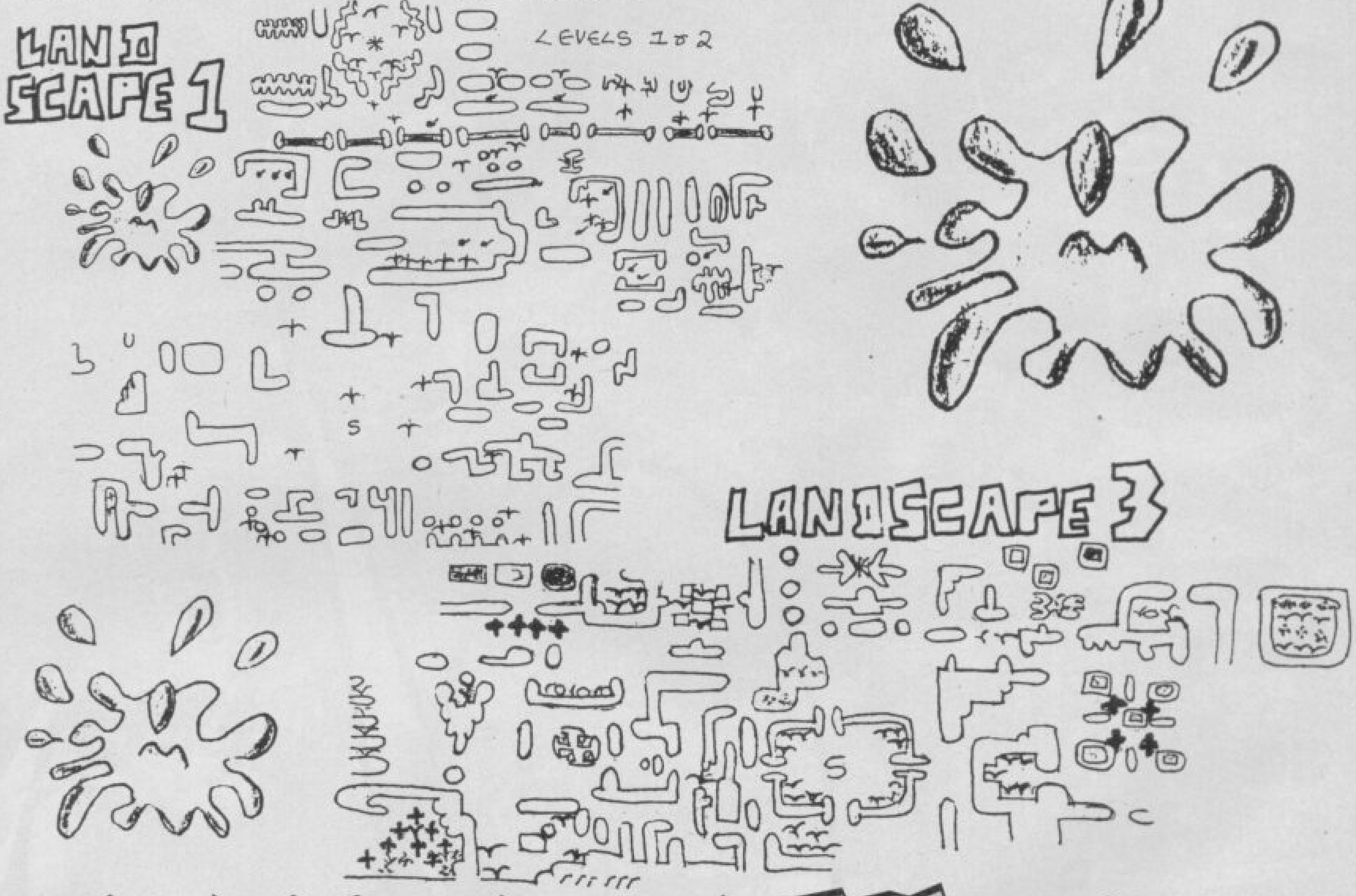
✳ = Double bonus

S = Start

= Cabbage

r = Snake

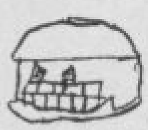
Thanks for the gum, Chris. But I don't think sugar-free stuff can help me much. All my fillings are there for ever now.



SUPER SEYMOUR

If you've been wondering how to get rid of some of those baddies in this recent Codies' caper, wonder no more. Kevin Tomlinson has the lowdown...


Wierd ball-type thingy
Best hit from below, explodes when hit.


Demented hamburger
Can be hit either way.


Balloon
Best jumped on from above.


Porcupine tank
Jump on it.


Flying ball
Must be hit from below.


Spooky ball
Can't be hit either way.


Seagull
Must be hit from above.


Ice lolly
Must be hit from above

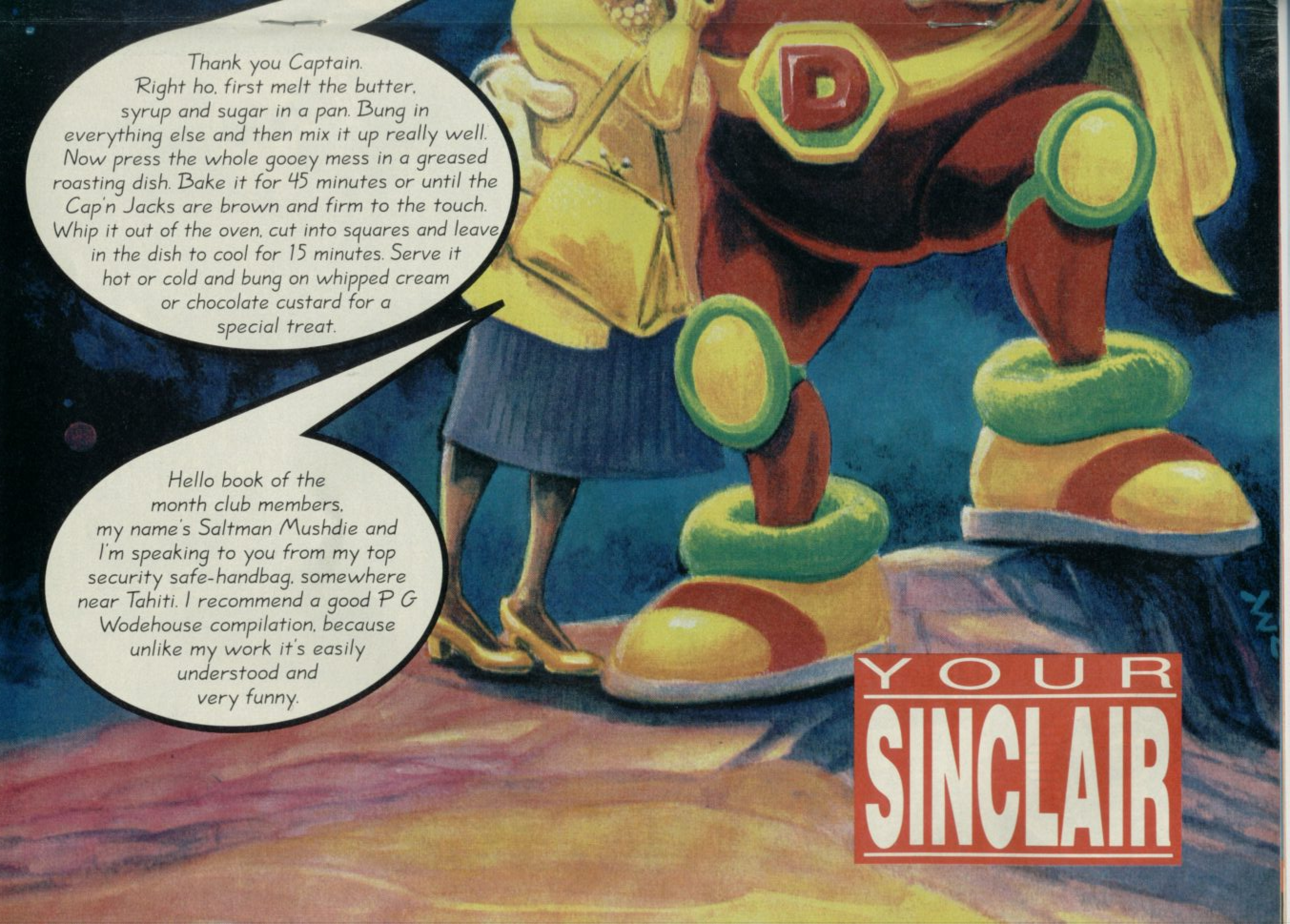

Eyeball
It splits in half when hit, and then in half again. Best hit from above.

Oh, and super jump is by far the best icon but if you haven't collected it, you can do a super jump by pushing up and fire.

I find that placing a stuffed bear behind people and then tapping them on the shoulder and running away always makes them jump.

Well, the bottom of the mailbag stares up forlornly. I think I'll go and write a really nice letter, photocopy it twenty times and put them all in the Tipshop bag. I know it's cheating, but I'll take one of my letters out every time one of yours come in. So get those maps and tips onto paper and send them into me, Linda B, at the YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.


CAPTAIN DYNAMO BAKES!
Ingredients for Cap'nJacks
4 oz (100g) butter
4 tablespoons (60ml) golden syrup
1 tablespoon (15ml) raisins
1 tablespoon (15ml) brown sugar
8 oz (200g) muesli
4 Oz (100g) oats
Hello kids, it's recipe of the month time again. As it's summer, I've dreamed up a brilliant feast for you, it's just the kind of thing I pack in my leotard when I'm off on a mission in case I get a snack-attack. Anyway. Assemble the ingredients listed on the moon and then pre-heat your oven to gas mark 2/150° C/300° F. Over to Phyllis for the rest.


Thank you Captain. Right ho, first melt the butter, syrup and sugar in a pan. Bung in everything else and then mix it up really well. Now press the whole gooey mess in a greased roasting dish. Bake it for 45 minutes or until the Cap'n Jacks are brown and firm to the touch. Whip it out of the oven, cut into squares and leave in the dish to cool for 15 minutes. Serve it hot or cold and bung on whipped cream or chocolate custard for a special treat.
Hello book of the month club members, my name's Saltman Mushdie and I'm speaking to you from my top security safe-handbag, somewhere near Tahiti. I recommend a good P G Wodehouse compilation, because unlike my work it's easily understood and very funny.
YOUR SINCLAIR

TO PROTECT AND SERVE
SPEC TEC YS

Got a problem? Get it solved! With
ADAM WARING
SPEC TEC



Spec Tec needs to put on more weight. All his foes are so beefy that he always ends up bruised. Ah!

Hi Kiddos, it's me again – Spec Tec. Here for another month to serve my duty to Sinclair owners everywhere. I stand for truth, justice and the Speccy way. Not everyone sees it that way, though. The other week I was negotiating a deal with my friendly neighbourhood gangland boss, Slightly Overweight Sam. He told me he wanted 50 pieces of hardware and would pay handsomely if I was to meet his requirements.

No problem, I told him. I thought I was onto a winner. He was paying well over the odds and I happened to have an associate who had just that number of Microdrives he wanted shifting sharpish...

It was when Sam started asking questions like how many rounds a minute they could disperse and whether they could be used for a hit on an armour-plated Cadillac that the dime dropped. I didn't realise that he meant that kind of hardware...

VARIABLE CONDITIONS

I haven't been programming for very long and I'm having a bit of trouble with my variables. *(Sounds nasty – Ad)*

1. How do I cope with some joker entering a letter when my program asks for a number to be input. Of course strings don't allow for calculations. For example:

```
10 INPUT number
```

2. How do you change a string name in a routine? For example, I want to enter several items of data and assign them to different variables:

```
10 FOR n = 1 TO 5
20 INPUT "Player ";n;" enter your name ";a$ ... (b$,c$ etc)
30 NEXT n
```

3. Erm, Speccies are the best!
Mike Flaherty
Coventry

1. Although you can't do calculations with strings directly, you can convert a numerical string into a number. Input the value as a string, check the contents for numbers only and then perform the calculation. This example will only allow numbers 0-9 to be input:

```
10 INPUT LINE n$ : REM the LINE gets rid of quote marks
20 IF LEN n$<>1 THEN GOTO 10 : REM Check that one digit only has been entered
30 IF CODE n$<48 OR CODE n$>57 THEN GOTO 10 : REM Check that the string contains characters in the range 0-9
40 LET n=VAL n$ : REM Convert the string to a variable
```

2. It's not possible to change the variable name in a program the way that you want to, but it is possible to achieve the same result by using what are called arrays.

An array allows you to split a variable (either string or numerical) into several parts. You can get to the part you want by calling up a reference number. Firstly, though, you have to define some space for this type of variable:

```
10 DIM a$(5,10) : REM 5 names, each 10 characters long
20 FOR n=1 TO 5
30 INPUT ("Player ";n;" enter your name ");a$(n) : REM Each name will be stored in a different section of the array.
40 NEXT n
```

Note the brackets in the input line. This prevents the computer from attempting to input the value for n.

3. You betcha! **Ad.**

BORDERLINE CASE

Here are a few questions I would like to ask you:

1. Is it possible to draw in the border of the screen? In a few games I have the border is filled with stripes when you do something right (the stripes are similar to when loading a game) but I have never seen anything drawn in the border.

2. Is it possible to input anywhere on the screen rather than just the bottom two lines?

3. What lead do I need to connect a tape recorder to a Plus 3 and can any tape recorder be used?

4. Is it against the law to copy a game from tape to disk and if not, is it possible?

5. If you don't print this letter I'll tell everybody about the adventure game called *School's Out* in the book Adventures for your ZX Spectrum. (I presume you wrote it, it's got your name at the top!)

Eain O'Mahony
Fordingbridge, Hampshire

1. Yes... and no. It's theoretically possible, and I'm sure listings have appeared to draw in the border, but programs that do this are fairly useless in that that's all they can do.

Let me explain... the border can only ever have one colour assigned to it. The flashing border effects are achieved by changing the border colour before the computer has a chance to draw up a whole screen. It only takes one fiftieth of a second to draw up an entire screen, but the computer can work much faster in machine code and so by changing the border colour several times, stripes can be made to appear.

To actually draw anything the border colour would have to be changed very quickly indeed – to plot a pattern would require many changes while the computer is drawing up the screen. The timing would have to be so precise that there'd be no time to do anything else.

2. Not using BASIC's input command, but you can input anywhere you like if you write your own input subroutine. It's not that difficult and can be achieved by the use of the INKEY$ command:

```
500 LET b$="":PRINT AT 10,10;
510 IF INKEY$<>"" THEN GOTO 10 : REM Wait 'til no keys are pressed
520 LET a$=INKEY$: IF a$="" THEN GOTO 20
530 IF a$=CHR$ 13 THEN RETURN
540 LET b$=b$+a$: PRINT a$;
550 GOTO 510
```

This routine is a bit primitive, and won't do anything fancy like allowing you to delete characters. But what do you expect for 50 dollars a day plus expenses?

3. The lead you require is a stereo



walkman-style jack plug at one end with each channel wired to a separate mono plug. You local computer shop should be able to get hold of one of these ready-made for you, or if not, will be able to wire one up.
4. For the record it can be a breach of the copyright laws to transfer a program from tape to disk – contrary to popular belief you don't hold the automatic right make a back-up of any program you buy. However, it all depends on whether the game's producer chooses to assert those rights and it may be possible to do what you want with the aid of a special tape back-up utility program or piece of hardware such as Romantic Robot's Multiface. Generally software houses are only really concerned about piracy, making copies of games you haven't bought, and as a consequence make their games as difficult to copy as possible.
5. Don't breathe a word or Larry 'Baseball Bat' MacDonald will be round to break both your kneecaps. Hold on a minute... dang! **Ad.**

THE PRICE OF ART

I'm just writing to tell you what a good job I think you're doing. *(Nice of you to say so – Ad)* Now that we've got that little bit of soft-soaping done could you do me a couple of favours? *(Might of known there'd be a catch – Ad)*



1. First of all, do you think I should spend my birthday money on the *OCP Advanced Art Studio* and Genius Mouse? It costs £49.95 and I thought it might be rather good for this fanzine I'm writing called Sinclair News. *(Nice title, catchy and to the point. You'll go far – Ad)*
2. Secondly, to print it out, do you know where I could get hold of a black and white printer for a low amount of creds? (I don't need colour because the photocopying would be in mono and so wouldn't show up.)
Rory Sinclair
Braemorriston, Scotland

Thinking of going into the business, eh? You could do worse to check out the YS guide to fanzines that appeared in issue 66. (Not much worse, though.)
1. Well, if your want to draw pictures then you'll need an art package, and Advanced Art Studio is pretty much the best you'll find. It's perfectly useable without a mouse, though a mouse does make freehand drawing significantly easier. It's up to you whether you think the extra moolah for the mouse is worthwhile, but I'd say yes, go for the art package.
2. There are plenty of good, cheap printers around. Quality is dependent on price though; the more you spend the better output you'll get. I'd be looking to spend at least £150. It's always wise to shop around when buying a printer as you'll often find them heavily discounted. Check out the Star LC-20 (Star ☎ 0224 593024) and the Panasonic KXP-1170 (Panasonic ☎ 0753 573181). **Ad.**



STICKY SITUATIONS SORTED

A MOUSE IN THE HOUSE

About the Genius prob in YS76 about controlling the mouse through BASIC. It's actually quite easy. The interface sends information through 3 IN addresses. They are as follows:

IN 64479 Reads the left and right movements
IN 65503 Reads the up and down movements
IN 64223 Reads the buttons. This normally holds 255 but if the left-hand button is pressed then this reads 254. If the right button is pressed it holds 253 and if both are pressed it holds 252.

This can be demonstrated in a short program:

```
10 LET a=IN 64479
20 LET b=IN 65503
30 LET c=IN 64223
40 IF c=254 THEN STOP
50 IF c=253 THEN CLS
60 PLOT a,b*0.686
70 GOTO 10
```

This prints dots where the mouse moves, while the left button clears the screen and the right button stops the program. It would be possible to write something similar in machine code, but I'm not that advanced yet. Hope this helps!
Simon Berriman
Cullompton, Devon

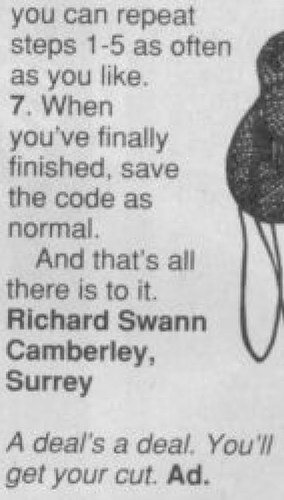
Cheers, Simes. Just wait to see what the postman has in store for you! (No, it's not a poll tax demand.) **Ad.**

HEX SAVING

In YS, issue 75, you replied to Gavin Crossly about saving half-finished programs. The question asked was not for BASIC programs, but for hex listings printed in Program Pitstop.

In order to save a partially finished hex listing you need to do the following:
1. Find the address of the last line you added in before you save to tape. (This will be the last address printed on screen.)
2. Add 8 to this address and write it down so that you remember it later. Then save as normal.
3. When you want to continue typing in hex, type LOAD "filename" CODE to load in your partially saved hex data.
4. Load in the hex loader as normal, without clearing the memory.
5. Now enter the Start Address as the number you wrote down and continue typing in the hex from where you left off.
6. If the hex is really long, and you want to have several breaks, you can repeat steps 1-5 as often as you like.
7. When you've finally finished, save the code as normal.

And that's all there is to it.
Richard Swann
Camberley, Surrey



A deal's a deal. You'll get your cut. **Ad.**

YOU KNOW WHERE TO FIND ME

I was up to my neck in it this time for sure (or would be, in quick-drying cement if I was to hang around). I said I needed the john and made a hasty exit out the back window. Now I've got Sam on my back, fifty pieces of useless hardware on my hands and a trilby on my head. Looks like I'm in a bit of a fix.

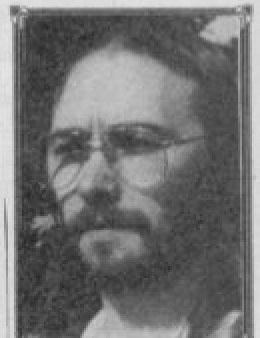
There's one way out of this mess. I've gotta make some bucks fast, and as usual the only thing for it is to get some employment answering letters for another month.

So you know what to do, put pen to paper and share all those problems with me. Better still, answer a few and I'll see you get what you deserve. The address is **Spec Tec, YS, Future Publishing, 30 Monmouth Street, Bath BA1 2BL.**

Thanks pals, I know you won't let me down.



YS ADVENTURES



THE ANTTILIS MISSION

By: Jon Lemmon of Compass Software



Dive, dive, dive! After a break of some nine months Jon Lemmon of Compass Software has taken the plunge and released this nautical game which has more twists and turns than yer average episode of Voyage To The Bottom Of The Sea! Pulling on my oilskins and battening down the hatches, I prepared to take the plunge into the murky depths...

The game revolves around Captain Alan Henson who has to locate a sunken experimental submarine – The ZX3. This vessel was so experimental that it was manned (?) by androids. "So what?" you squeal! Well pipe me aboard Captain, if they haven't gone and malfunctioned en masse and are now busy arming the mega-nuclear missiles that the ZX3 was carrying. Gulp! Casting doubts aside, you hop into the one man mini-sub (Anttilis) that stands on the deck of the support ship HMS Endeavour and prepare to sort those droids out, disarm the missiles and make the ZX3 safe. 14 miles down and a few minutes later you reach the stricken sub and the battle against the loony droids begins.

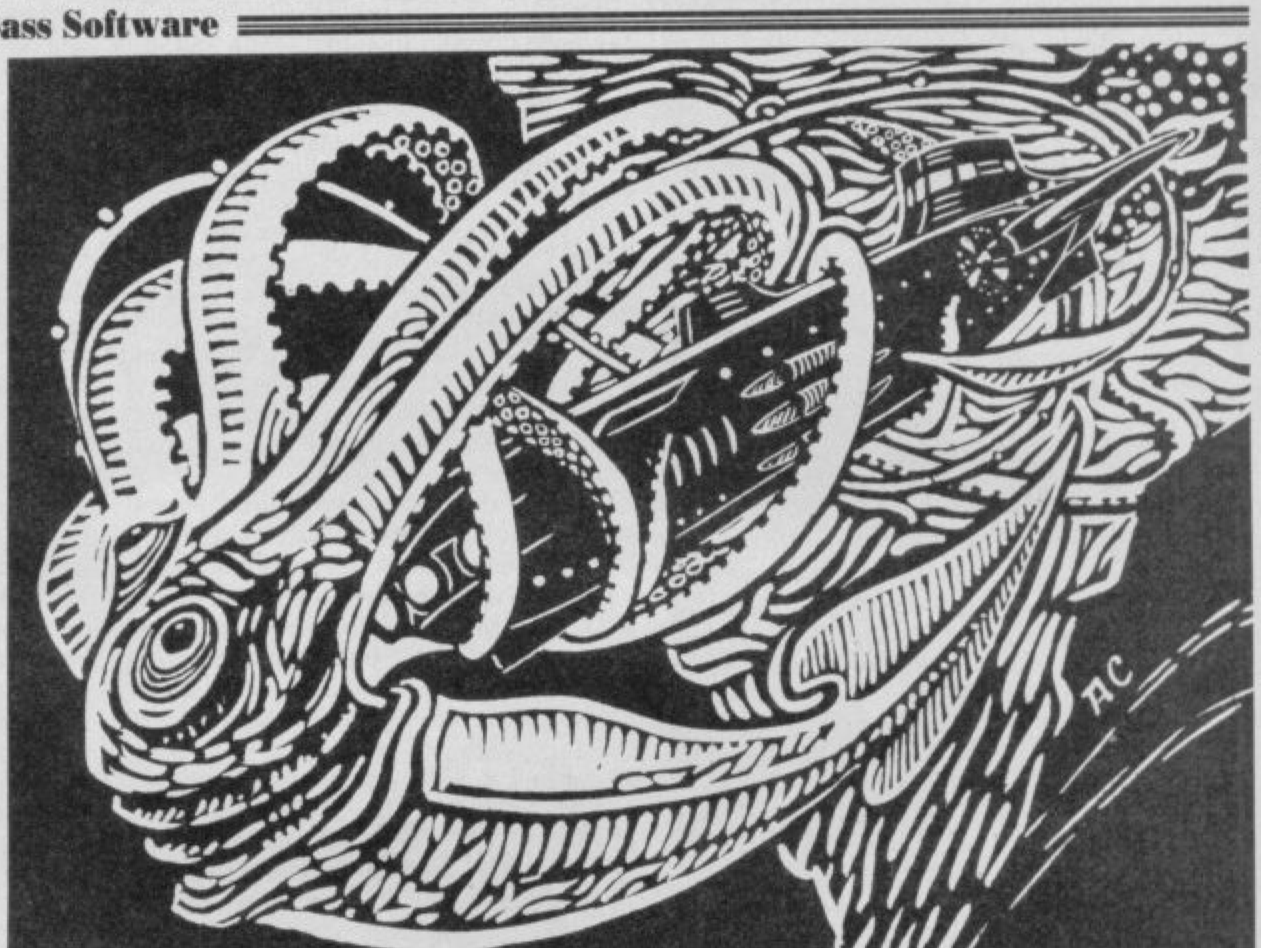


Illustration by Anthony Colbert

For the first ten minutes or so you'll find yourself trying to avoid the attentions of an android who's got a severe case of radiation poisoning. If you should find yourself infected at any stage of the game then there are decontamination chambers dotted around. You can check your internal radiation level (IRL) if you find a handy scanner. This device shows you, via a visual information panel that appears from the top of the screen in true 16-bit-pull down-menu style, just what the state of your body is. It also gives you info on the state of various aspects of the sub too – so you can see at a glance just what repairs need be done, and in what order.

There's a strong strategy element here. You have to disarm missiles, avoid radiation hot spots and deal with problem droids etc. All this takes quite a bit of working out, and then there are the traditional problems to overcome too. The vocabulary is well thought out which makes adventuring that much easier. The start of the game is unusually gentle (unusual for a Compass game at any rate) and there's no set time limit either, which is fine by me.

Plenty of surprises await the unwary – check out the large perspex box you find, and expect a visit from a giant Cephalopod too! Add to that a load of sound and screen effects and you've got an exciting and highly unusual game.

BLIM!

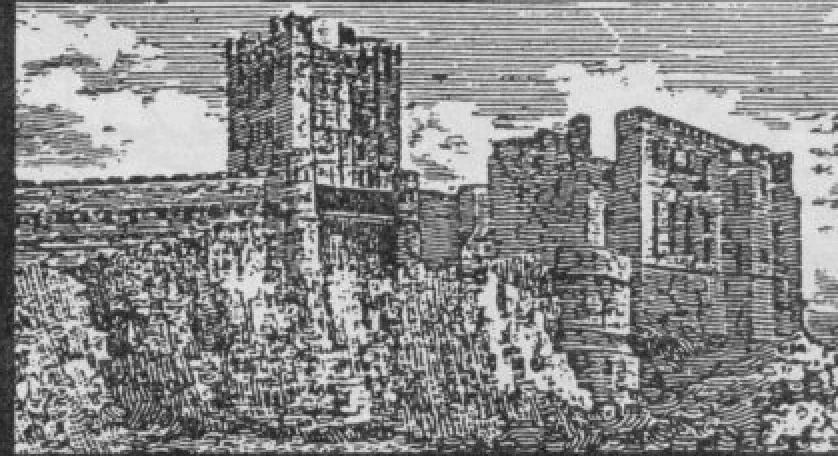
The first submarine was built in 1563 from six mature oaks, ten tonnes of pewter and five tubs of plaster. It took a team of 20 highly experienced workmen at least ten hours to build it. It sunk . Unfortunately, it didn't come up again.

TEXT	■■■■■■■□□□
VALUE	■■■■■■■■■□
PERSONAL RATINGS	■■■■■■■■□□

TITLE: *The Anttilis Mission*
FROM: Compass Software
111 Mill Road,
Cobholm, Great Yarmouth
Norfolk NR31 0BB
PRICE: £1.49 (to YS readers only!) 48k Tape (Cheques to Compass Software – overseas customers add £1.00)

THE DARK TOWER

By: Jack Lockerby of River Software



If one name springs to mind when it comes to high quality, no nonsense adventures, that name is Jack Lockerby of River Software. Jack's latest game, *The Dark Tower*, is all about orcs, magic and the fight between good (in the guise of man) and evil (as portrayed by all manner of orcs and other nasty entrail-eating critters). When the game starts you find yourself in a forest with the task of retrieving various artifacts stolen from a monastery by the orcs as they rampaged throughout the land. Actually, the orcs have largely been defeated by the forces of good, it's just the odd band of them that are sending the crime figures soaring in your area.

Orcs, especially when they've had their butts kicked, are dangerous creatures. As they make their way back to their lair, the dark tower, they leave behind heaps of traps and nasty surprises for you to wander blindly into. Having said that, all the problems you do have to overcome are well signposted. On your travels you'll discover a rather magical black sack, a giant ladybird, a gorgeous horse with a hole in its head (it's not a horse really, it's something far more mystical and mythical), a rather handy loom which enables you to create a spectacular garment, and a whole host of other classic fantasy items to locate, manipulate and just generally have a good time with.

The first half of the game is spent almost exclusively solving minor problems which lead to major ones which, in turn, lead to the discovery of other important objects or useful information. After the 50% mark is reached things get pretty tricky as you'll have travelled from the pleasant countryside where you're free to wander around gaining experience, into the realms of darkness. The dark tower of the games title is a formidable fortress indeed! Orcs abound, as do guard dogs and other lurking nasties. Here you'll find the stolen artifacts that you seek, mostly guarded by mystical means and fiendish traps which take some beating I can tell you.

It's difficult to fault the game really, and I give it full marks on all fronts, though I must take a hundredth of a point off for the rather tricky chance/real time encounter with some orc guards towards the latter stages which had me stuck for ages. Overall though it's a rip roaring fantasy romp that should find its way into your collection as soon as possible!

TEXT	
VALUE	
PERSONAL RATINGS	

TITLE: *The Dark Tower*
FROM: J A Lockerby (River Software)
44 Hyde Place
Aylsham, Canterbury
Kent CT3 3AL
PRICE: £2.50 48k Tape
(Cheques to J.A. Lockerby)

NEWS



Having trouble progressing past the first few locations in the April YS cover tape adventure ***Blood Of Bogmole***? There should have been a full intro program along with the adventure on the tape – but last minute additions etc saw it get squeezed out, so if you are deep in trouble then send an sae to Compass Software, 111 Mill Road, Cobholm, Great Yarmouth, Norfolk NR31 0BB and you'll receive the proper documentation which will see you up and adventuring away quite happily in no time at all.

Zenobi Software have taken over the marketing of all GI Games adventures. Gordon Inglis (of GI) tells me that all his energy is being directed into his other business interests at the present time, so he felt unable to do GI Games full justice, hence the timely Zenobi move!

So that means you can now get all GI's back catalogue of adventures from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. All cheques and postal orders should be made payable to Zenobi.

CORYA: WARRIOR-SAGE

By: Tony Collins of The Guild

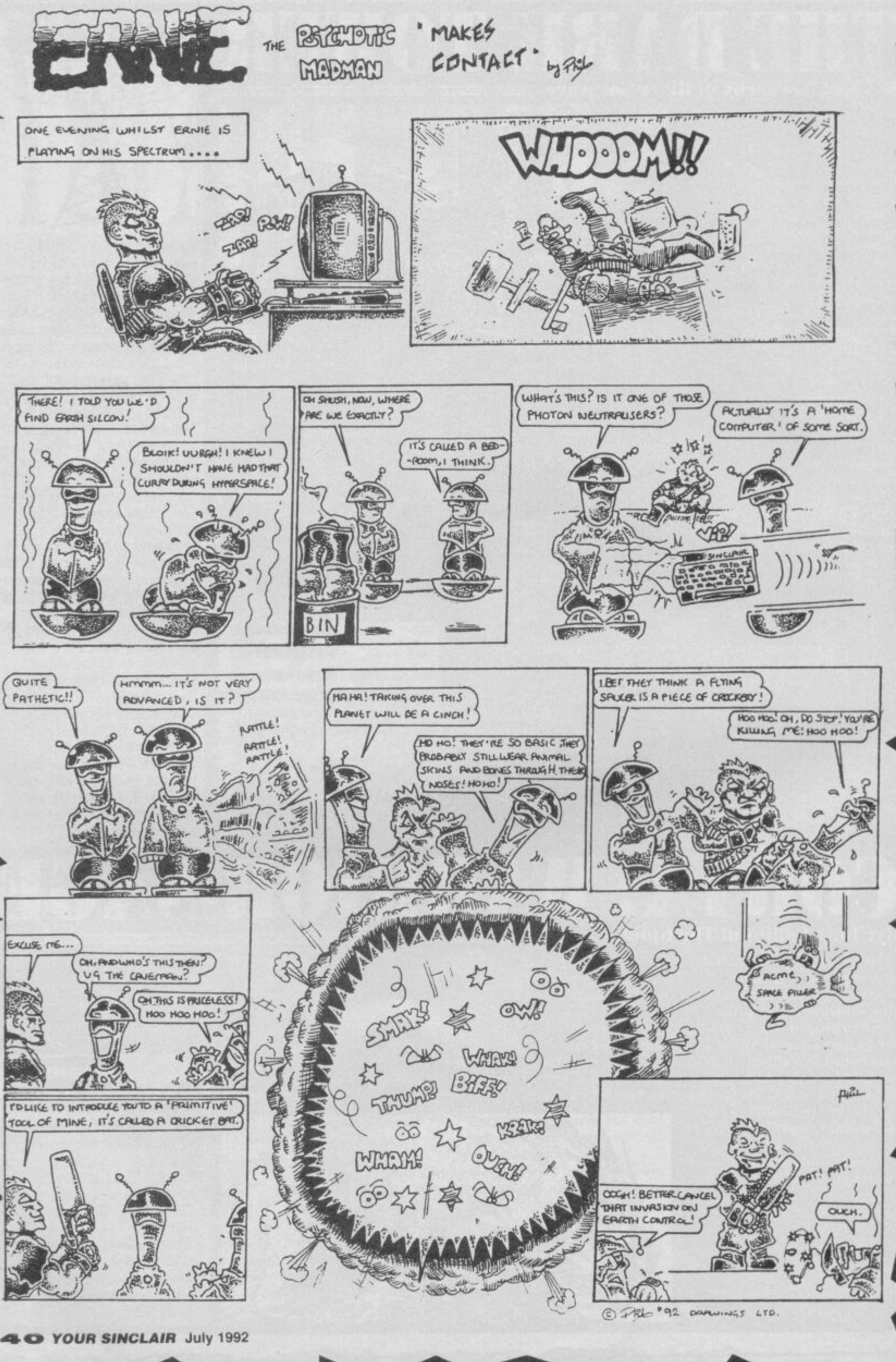
Corya is a warrior-sage, and thus destined to do good wherever good need be done. Unsurprisingly, this game revolves around doing good deeds. Corya finds himself summoned to a village that has just been visited by a local unfriendly Dragon. It's amidst the charred remnants of houses that the villagers try to see off our hero as they're naturally wary of strangers. Once you're taken into their confidence you can start solving problems which is what all good adventures are about!

This is a two part game that must be aimed fairly and squarely at absolute beginners. Why? Well after just one hour of unaided play I'd done Part One! This part is really only a scene setter as most of it is taken up with reading whacking great messages that flow from screen to screen. There are only one or two mildly difficult problems to overcome in Part One and you only need to play it to get three passwords and to learn some lore and legend. Part Two is a bit harder, but not much. As I said above, ideal for beginners.



TEXT	
VALUE	
PERSONAL RATINGS	

TITLE: *Corya: Warrior-Sage*
FROM: The Guild
760 Tyburn Road
Erdington, Birmingham
B24 9NX
PRICE: £2.50 48k Tape or £4.50 +3 Disk version
(Cheques etc. to Glenda Collins – overseas customers add £1.00)


ERNIE
THE PSYCHOTIC MADMAN
"MAKES CONTACT"
by Phil
ONE EVENING WHILST ERNIE IS PLAYING ON HIS SPECTRUM....
ZAP! POW! ZAP!
WHOOOM!!
THERE! I TOLD YOU WE'D FIND EARTH SILCON!
BLOIK! UURGH! I KNEW I SHOULDN'T HAVE HAD THAT CURRY DURING HYPERSPACE!
OH SHUSH, NOW, WHERE ARE WE EXACTLY?
IT'S CALLED A BED-ROOM, I THINK.
BIN
WHAT'S THIS? IS IT ONE OF THOSE PHOTON NEUTRALISERS?
ACTUALLY IT'S A 'HOME COMPUTER' OF SOME SORT.
SINCLAIR
QUITE PATHETIC!!
HMMM... IT'S NOT VERY ADVANCED, IS IT?
RATTLE! RATTLE! RATTLE!
HA HA! TAKING OVER THIS PLANET WILL BE A CINCH!
HO HO! THEY'RE SO BASIC THEY PROBABLY STILL WEAR ANIMAL SKINS AND BONES THROUGH THEIR NOSES! HO HO!
I BET THEY THINK A FLYING SAUCER IS A PIECE OF CROCKERY!
HOO HOO! OH, DO STOP! YOU'RE KILLING ME! HOO HOO!
EXCUSE ME...
OH, AND WHO'S THIS THEN? UG THE CAVEMAN?
OH THIS IS PRICELESS! HOO HOO HOO!
I'D LIKE TO INTRODUCE YOU TO A 'PRIMITIVE' TOOL OF MINE, IT'S CALLED A CRICKET BAT.
SMAK! OW! WHAK! THUMP! BIFF! KRAK! WHAM! OUCH!
ACME SPACE FILLER
OOGH! BETTER CANCEL THAT INVASION ON EARTH CONTROL!
PAT! PAT!
OUCH.
© Phil '92 DRAWINGS LTD.

WIN WIN WIN!

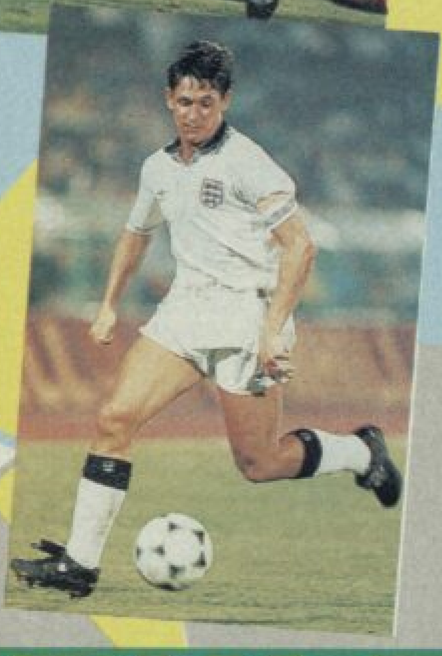
A football that's been scribbled on by Gary Lineker!

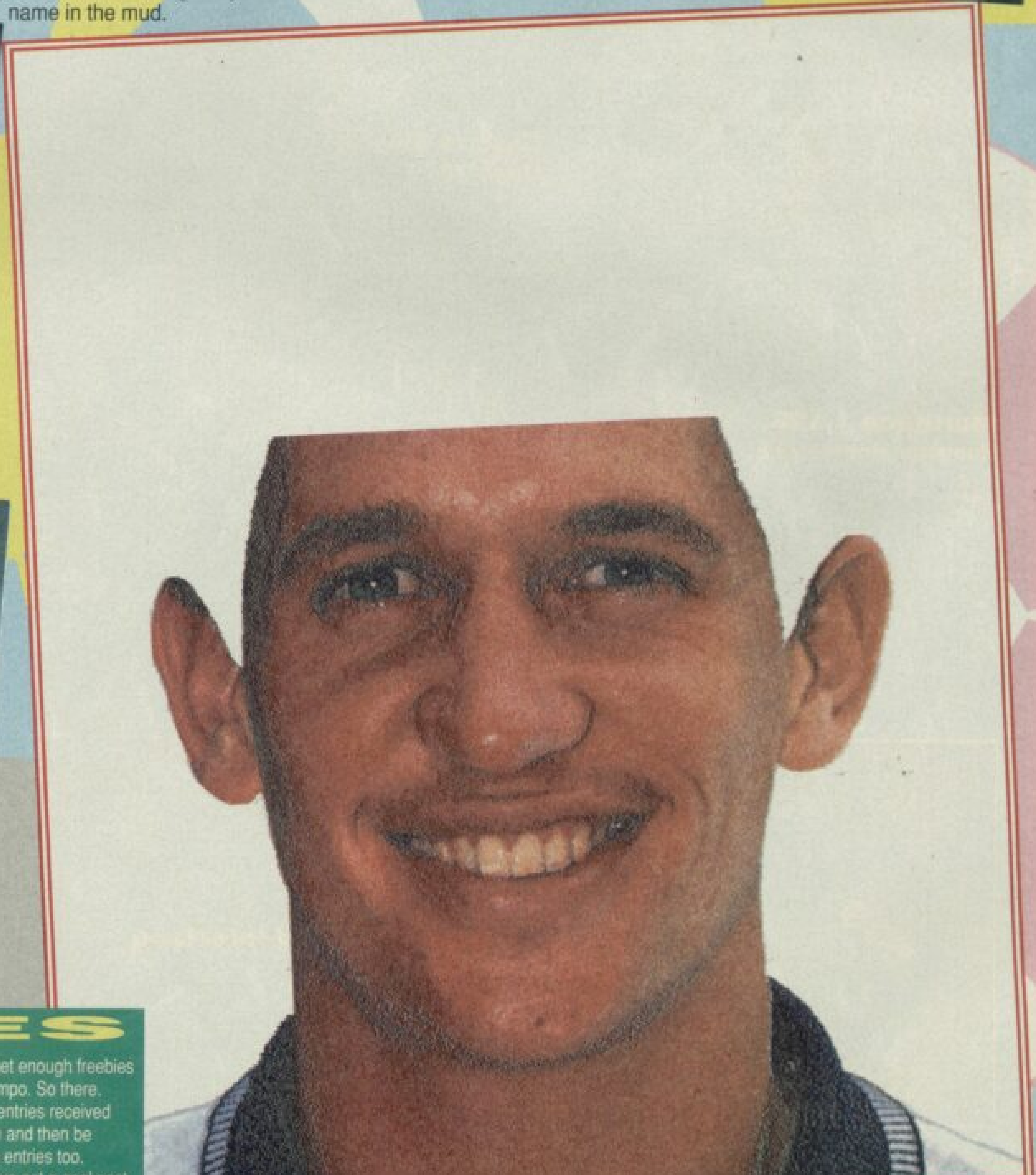
That Gary Lineker, eh? What a chap, not only was he Mr Goal Machine for Spurs and England, but he's even got his own range of shell suits. The word chap hardly suffices. All those incredibly important people at US Gold think that the boy Lineker's a 24 carat, diamond-encrusted dude, they all wear his leisure range (when they're not busy posing in their power suits). To mark the end of Gazza's English career US Gold have issued *The Lineker Collection* on their budgie Kixx label. Inside a Lineker-emblazoned box you'll find a European championship wallchart, *Gary Lineker's Superskills, Gary Lineker's Hot-Shot, Italy 1990* and *Superstar Soccer*. Smart, or what? As a sort of added bonus, US Gold have acquired five footballs signed by the man himself. Now that's what we call pretty darn spiffy.

Following the success of last month's caption competition we've decided to do something completely different this month. Below is Gary Lineker's head, well a part of Gary Lineker's head anyway! Your job is to complete the head in whatever way you see fit. You can draw on it, paint on it or stick things on it – it's completely up to you. Prizes will be awarded to those citizens who come up with the most original use of Gary Lineker's head. So get to it, and and you could be rubbing Gary Lineker's name in the mud.









RULES

- Employees of US Gold and Future Publishing get enough freebies as it is. They can jolly well keep away from this compo. So there.
- The closing date is the 15th of July, 1992. Any entries received after that date will have the stamps ripped off them and then be dumped in the bin. And the same goes for multiple entries too.
- Hutch is the only person in this Shed ever to have got a goal past Peter Shilton, so his word is final.

Hardware

WIRED

YS presents a handy-dandy guide to having fun with your peripherals. And who better to lead us down the hardware path than JON PILLAR? Quite a lot of people to be honest, but they were all at lunch.



There's more to life than playing Speccy games. Using Speccy hardware is also to be recommended. Over the years a huge number of little black boxes have appeared for plugging into the back of everyone's favourite, um, little black box. Sadly, a lot of these have now gone forever. The Specdrum, the Slomo, the Music Machine... where are they now? Actually, they're still around, you just have to look rather hard for 'em. For those of you who can't be bothered looking rather hard, there are still plenty of goodies to be collected.

Multiface 1,128,+3
Romantic Robot/£29.95

We here at YS swear by the Multiface. Yes, many a time you'll find us standing next to the little black box, hitting it and swearing. It's an indispensable programming aid, stopping any Speccy program in its tracks and allowing you to recover from total system crashes with just the press of a button. And then the press of a few more buttons. And then a few more.



Without this little black box, YS would never reach the shops! Yes, our Multiface helps load the delivery vans. Or something.

As well as saving the ears of nearby grandmothers should the worst happen, the Multiface enables you to save out screens or programs to about every storage device imaginable. (How else do you think we get those lovely Speccy screenshots in the mag?) Not only that, but by loading up the Genie disassembler, you can trip merrily through any game you darn well like, ripping off, er, picking up on the techniques of the professionals. A fabulous bit o' kit, and now that Romantic Robot are selling 'em off cheap, a fabulous bargain as well.

Genius Mouse
Datel/£49.99

Now, you too can play at being a 16-bit owner. Use this rather spiffy mouse to whizz a pointer around the screen in safety and comfort. Then, when you get bored with that, smile quietly because as a Speccy owner you've actually got programs that utilise the keyboard. But enough of this trumpery moonshine. The Genius Mouse is a high-quality device with a nice, easy-on-the-wrist action.

As a bonus, it comes complete with mouse mat and mouse house, the latter being a little plastic case that keeps yon beastie well out of the way when you've finished with it. The only snag is that unless memory has completely failed me, only two programs ever made use of the mouse. Considering that the snazzy *OCP Art Studio* is bundled with it anyway, and that the other program is also an art package (it's *The Artist 2*), that doesn't really leave much scope for making full use of the squeaky fellow, does it? Nice try though. And if you're a programmer, you should be able to use the scrappy info about port addresses to knock up a few fully-featured mouse-driven programs. Or something.

+D Disk Drive and Interface
Datel/£129.99

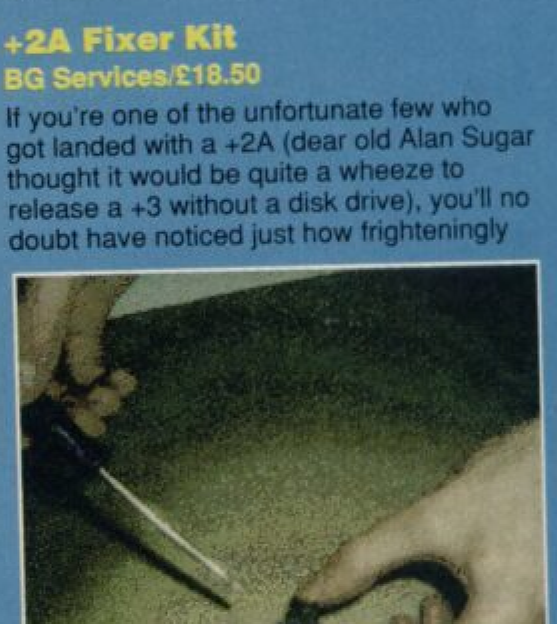
Lovely, lovely kit. Basically, if you're fed up with lumbago-inducingly long tape loading times (and who isn't?), you should invest in this disk system. With a DOS so clever that user groups have sprung up to worship it, the +D is the Speccy peripheral that should have come with the machine. The £130 version comes complete with a 3.5" disk drive, but if you have a suitable device lying around the house, you can buy the interface system alone for £60. For those of you still hoarding stone age equipment, the interface will work quite splendidly with 5.25" drives.

The +D itself is a cunning item. The real fun of it lies with the programming side of things. Even if you're not inclined to go wibbly at the knees at the mere mention of the words "hook codes," a superfast disk drive makes clunking your way through your latest listing a heck of a lot easier. There's an old computery proverb that runs, "After you've used a disk drive, you'll wonder how you ever got along without one." N'er a truer word spoken, Spec-chums. Those old computer users, eh? What a bunch of brainies. (Mind you, the proverb continues, "And be sure to turn three times widdershins beneath a full moon to banish those embarrassing sector errors," so sometimes we wonder.)

The best bit is, if you don't fancy delving inside the new operating system and doing things to programs that only Billiard Lamps with his impressively bizarre imagination could dream of, you can just use the +D's snapshot button to blow your favourite games onto disk. *Mercenary* in under twelve seconds! Eee, luxury.

+2A Fixer Kit
BG Services/£18.50

If you're one of the unfortunate few who got landed with a +2A (dear old Alan Sugar thought it would be quite a wheeze to release a +3 without a disk drive), you'll no doubt have noticed just how frighteningly



Handel, our lovely model, hails from Grimsby. His hobbies include eating crisps. He's demonstrating the +2 ROM. (Clap clap clap.)

incompatible it is with just about everything. BG Services have leapt to the rescue with a little fixer kit, consisting of a +2 ROM and an expansion port adaptor. With a tiny screwdriver and a bit of sticking-your-tongue-out-and-sweating determination, you can transform your flash-but-trash +2A into a plain-vanilla-but-sits-comfortably-with-your-collection-of-kit +2. Well-worth-it... sorry, well worth it if you've amassed a load of 48K hardware over the years.

Videoface Digitiser
Romantic Robot/£29.95

Who could resist the opportunity to grab pictures from the TV and deface them artistically? The Digitiser is one of those completely useless items that has found a place in the heart of every Speccy owner. Grabbing in real-time, or just watching a programme via the grainy resolution of a Speccy screen is curiously compulsive. To put it simply, the Digitiser is an essential purchase. It's just that nobody can quite figure out why.

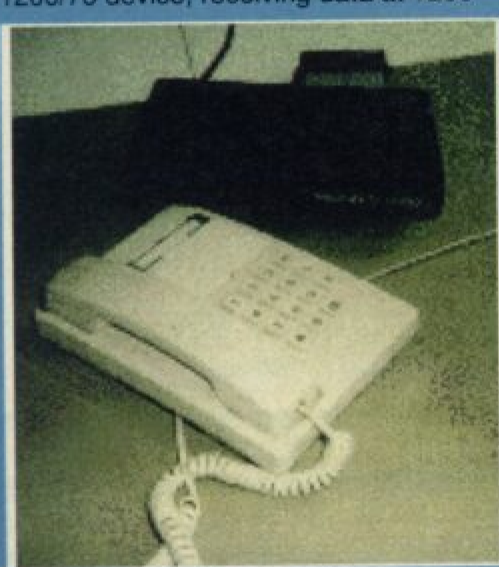
Lightwriter
Datel/£15

Now we're getting silly. Light pens never really took off – trying to draw by poking a badly contoured tube of plastic at a TV screen strangely failed to capture the public's imagination. To be honest, it's not hard to see why. You just can't do it. It mangles your muscles, hurts your wrists and makes you wish you'd put the cash towards a mouse instead. "An interesting novelty," concluded our test artist, which is about as damning as you can get.

VTX5000 Modem
BG Services/£15

The wonderful world of communications, eh? How else could you swell BT's bloated coffers by chatting about the weather with Ned Gimp from Hawaii? The VTX5000 links you up, via an ordinary household phone socket, to bulletin boards and network services across the country. (Or, indeed, the globe.) The actual VTX itself is a pretty ancient machine – if modems were tins of wallpaper paste, the VTX would be a very old tin of wallpaper paste. It's a 1200/75 device, receiving data at 1200 baud, and transmitting it at 75 baud.

What's a baud? I'm glad you asked me that question. It's the unit of time taken to move one bit of data through a phone line. I think. 75 baud is the slowest rate possible, which goes to show just how old the VTX is. Thankfully, due to the widespread use of the modem, plenty of PD terminal emulators and other bits of driver software have sprung up – some of them extremely sophisticated, which makes life that ever so vital bit easier. In fact, the only problem I had with BG's modem package was that it assumes a certain amount of techy knowledge on the user's part. As the nearest I've previously been to a modem is Putney, it was a bit of a struggle to get things started. Logging onto the various boards themselves is fairly painless, although if you live outside the London/Reading area you'd better be prepared for some stonking phone bills. Once you've connected to a service, you can while away the hours swapping gossip, downloading software and promising your mum that you really will be in bed by 3am. Alternatively, if you can coax a pal into buying another VTX, you can use BG's *User to User* program, which allows you to chatter away electronically between yourselves to your heart's content. Overall, a fun bit of kit, though half the fun is figuring out which boards you can connect to!

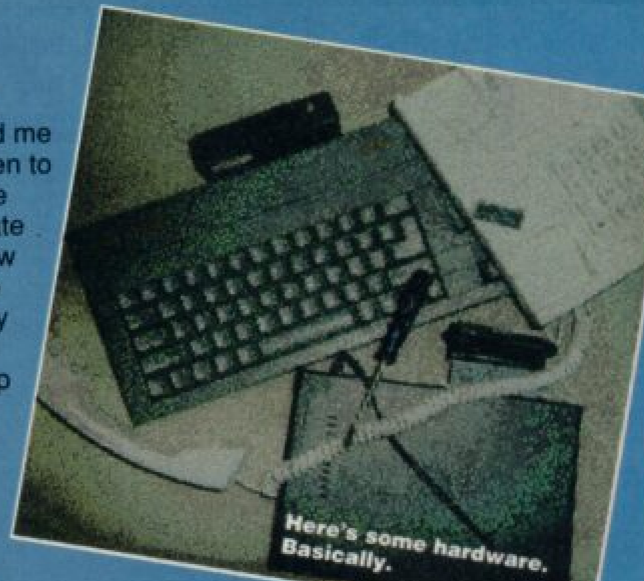


Um, that's a phone. The interesting bit is behind it. Just over there. That's the VTX5000 modem. It's rather fine. Thank you.

It's All Going Horribly Wrong Department

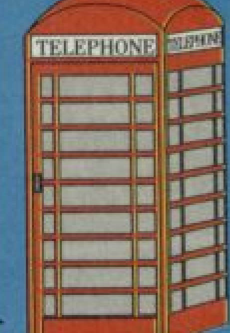
Speccies are like mushrooms. If you keep them warm and nurtured, they flourish. But if you trample them into the ground or allow your dog to eat them while walking in the woods, they tend to fall over. Furthermore, I wouldn't recommend that you put them in a pan and cook them with a nice free-range egg in an attempt to make a mushroom omelette, because it won't work. Um, actually, Speccies aren't like mushrooms at all. Forget I said that bit.

Anyway. The point I'm failing quite spectacularly to make is that Speccies are temperamental beasties. Inevitably, they'll break down. And while the most sensible course of action is to take your ill machine along to an authorised repair centre, you can fix some things in the comfort of your own home. But be sure to have a responsible adult on hand. They will then say, "I told you that you should have gone to an authorised repair centre," in a patronising tone of voice when you bodge the job and wreck your Spec. If you feel up to the task though, quite a few companies offer Speccy spares – everything from new ROM chips to new +3 disk drives. WAVE are particularly well-endowed with small bits of Speccies. Their catalogue has just about everything you need to build your own machine! Buy the spares direct, put them aside for that fateful day, and it'll be cheaper to repair your Speccy yourself. Or else get your local soldering iron whizz to do it for you. Just don't say we didn't warn you if things go even more horribly wrong.



Here's some hardware. Basically.

Well, that's it. Hopefully this little trip through hardware land has been useful and informative. If not, why should I care? I'm off to digitise the climax of *The Terminator* and save it out to disk as an animated sequence. Just don't tell anyone, or they'll all be at it...



Romantic Robot
081 200 8870

BG Services
081 397 0763

Datel
0782 744707

WAVE
0229 870000

Make Someone Happy With a Phone Call

The bods at BG Services are so keen to help people reach out and touch someone that they've agreed to offer YS readers a delicious £5 off their VTX5000 modem. That's right, yes indeedy, if you order a modem before 4th July, you only have to give up a manky old tenner for it. What a barg, eh? Thought so. Just slip that tenner into an envelope and send it along with this coupon or, as they say, a reasonable facsimile thereof, to *Whatever Happened To That Busby Fella Anyway?* Modem Offer, BG Services, 64 Roebuck Road, Chessington, Surrey KT9 1JX. May the off-peak line services be with you!

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HAYLP!



Linda's very upset this month, she's got a nasty spot on her forehead. Never mind, Hutch'll deal with it, then they can deal with you lot!

BUT *HOW* DO I ASK HER?
I've got a couple of problems. My first is that as I have got a Speccy, more and more people are beginning to hate me and I am getting teased. I don't want to purchase another computer as I am perfectly happy with my Speccy.

My second problem is that I really like this girl and I think she might like me (I used the 'How do you know if they fancy you' item to work this out) and I'm not sure how to tell her that I really like her, and more to the point, if I was to arrange some 'date', how do I tell my parents. You must help me, I can't go on any longer.
A Worried YS Fan
Surrey

Hutch says: *The Speccy problem first. Stand up to people who put down your computer. Just be glad you're not as cretinous and vacuous as those people. On the second problem, the watch word here is caution. No matter how old you are, it always pays to take things slowly when you're entering into a relationship. What's more, if you start things off on a friendly level, then there will not be any loss of face if things go wrong. As to the parents bit, just tell them that you're off out to see a friend. You won't be lying, because at that stage, that's all the object of your desires will be; a friend.*

Linda says: *As soon as your parents find out you've got a girlfriend, you won't be able to even sit down and watch the television in peace. Mind you, you'll probably have it a bit easier cos you're a boy. Parents can be very protective of their daughters, but they don't seem to mind as much with boys.*

Even if you insist that this girl is just your friend, your mum will still insist on asking you things like, "She seems like a nice girl, why don't you invite her to tea? Are you ashamed of us or something?" Then your mum and dad will start making little jokey asides that they think are hysterically funny, like "How was the cinema, or didn't you get to see much of the film? Ha! Ha! Ha!" Hilarious, eh?

Now I'm not suggesting for a minute that you should lie to your parents, so why not arrange for a group outing? If there are a whole bunch of you going out to the cinema, or whatever, then your parents need never suspect that you're deep in lurve!

ALWAYS IN SECOND PLACE
I've got a problem in that I'm only good at history. This is quite good, but no-one gives a monkey's about it and to make matters worse I'm crap at maths and spelling. This means that I'm always getting into trouble. I try to learn, but the more I learn, the more I forget. That is a big problem, but what follows is much worse.

I am the pits at sports and football. I'd give everything to be good at running and games, as the other boys in my class tease me because I'm slow. As for football, I lost my place because they found someone far better than me. I wouldn't mind so much, but the boy who's really good at football rubs it in along with everyone else in my class. What can I do?
Young Historian

Hutch says: *I was the crappiest footballer on the planet. I used to sit down near the goal area with my Man Utd football jersey pulled over my knees to keep the cold out, just waiting for the ball to come near me so I could rebound it in and get the glory. I was similarly crap at maths and spelling, however I was even crapper at history. In fact the only subject I was ever any good at was reading, but that hasn't hindered me in later life. You can only try your best at something; that's all anyone can ask of you. I was never born to be a mathematician (I still don't know my times tables), but I've done better in life than those people in my class who were. If people take the mickey out of you, simply point out that you're brilliant at history and that that's far more use than being able to jog from one end of a field to the other kicking a football in front of you. History requires intelligence, logic, memory and reasoning, not strong legs and the ability to hoof a bit of inflated leather between two white poles. You're better than them.*

Linda says: *I have never been able to do maths. I did my maths O'level four times, I got three Es followed by a U and then I gave up. Throughout my entire school carrer I was told that I'd never get anywhere without a maths O'level. Pah! What a load of twaddle. As for games – agh! I didn't like them, I couldn't see the point of them and I was crap at them. Y'know, in the long run – it's not important. As long as you're good at something.*

What I want to know is – what's wrong with being good at history? I was good at history, it didn't do me any harm.

JUST GOOD FRIENDS?
I have been going out with a wonderful girl called Angela for about two months now. Unfortunately, Angela's best friend Jenny does not like to go anywhere with Angela, which results in me not seeing her for ages because they stay in. The problem is that Angie doesn't seem to mind not seeing me, but I can't bear not to see her for more than a few days. What can I do about her possessive friend? Also, does it make men less attractive if their ears stick out?
A Spinal Tap Fan
Watford

Hutch says: *Oh dear, the old best friend problem. Have you tried talking to Angela about this? Unless you speak to her you'll never know if she's spending time with Jenny for a particular reason or if she isn't really aware that you wish she'd spend more time with you. Has the thought occurred to you that maybe she doesn't want to alienate people she's known a lot longer than you? Angela has a life which exists outside your own relationship and if you want to keep her as a girlfriend then you're going to have to respect that. As to the ears; of course not, Angela wasn't bothered about them was she?*

Linda says: *It is very important not to swamp Angela with your presence. Everybody needs their own space, even you. You could use the time when Angela's busy with Jenny to get on with your own separate life. If you feel that you really can't exist without seeing Angela then why not call round at Jenny's or Angela's house when you know that they're there? That way you'd get to know Jenny a bit better, you never know – she might just be shy.*

Oh, America's 36th president, Lyndon B Johnson, had big ears and a rather pretty wife called Lady Bird. The ears maketh the man!

If you've got a problem, don't spend hours lying awake at night worrying about it. Write to *Haylp*, Your Sinclair, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. You don't want to let anything disturb your beauty sleep!

PROGRAM PITSTOP



Dashing young gent CRAIG BROADBENT (hey, that rhymes!) is very happy this month. Why? Cos he received so many programs of course. (Small things...)

I've been trying to come to terms with my new Amiga this month. My advice to you lot is to stick with your Speccies! There! That's my contribution to the Save Our Speccy campaign. I had tonnes of Pitstop programs this month, in fact there were so many that I could only fit in two halves. This means that next month's Pitstop is already completely sorted, which means I can go about more important business. Like sun-worshipping! First! I'll go and dig out that old Mr Frosty and make up some ice lollies. Ta-ra!

MANIC MINER EDITOR

PART ONE

by Richard Swann

Now, this is class! After years of constant helping-out in Dr Hugo's Clinic, Dicky (or Rich, as I believe he prefers to be called) of sunny Camberley, has decided that Pitstop could also benefit from his magic touch. And this is what all *Manic Miner* fans have been longing for for years – it enables you to customise each of the original 20 screens, and also lets you change the sprites, so that you can have a completely new set of baddies. The editor is split into two distinct parts – this is the screen editor, and the sprite editor will follow next month. However, the clever thing is, each program is self-supporting, so you can run the screen editor, and play your new screens, without waiting until next month for the next bit! I'm just so considerate!

How to Do It

Type in the delicious BASIC listing and save it to auto-run with SAVE "filename" LINE 1. When run, the editor asks you to play the *Manic Miner* tape. The actual bit it's looking for is the main chunk of code called "MM2", which is the bit that comes after the "title screen" loader. Once loaded, you will be asked which level to edit, and then you'll see a representation of the level, and, hiding down there at the bottom...

★ The Main Menu.1. This option enters the actual editor itself – study the symbols closely (a knowledge of the actual level will help here) and decide whether you want to add floor, wall, poison pansy or whatever.

★ Press *o*, and enter the character corresponding to the bit you want to add, eg *$* for a conveyor, or a blank space for nothing. You can then move the cursor around the screen using *5,6,7* and *8*, pressing *0* to insert your chosen feature, be it a poison pansy, a collapsing floor, or whatever.There are three other features which make up the editor:

★ Pressing *l* lets you type in a new name for the level; however, be wary – as the name is poked into memory rather than assigned to a string, you'll need to type in enough characters (and spaces if necessary) to take it up to at least the length of the original name.

★ Pressing *k* lets you change the position of the keys (shown as red stars on the screen). You're asked for new X,Y co-ordinates, but be careful here, as when I gave a Y value of 8 the program stopped with an error message. If this happens to you, just type GOTO 15 to try again (what do you want, perfection?).

★ Finally, pressing s lets you change Willy's start position (shown by two cyan arrows)- enter new X,Y co-ordinates as before.

When you've finished editing, press *SPACE* to get back to the main menu.2: This option lets you swap between levels- note that you don't have to save before you swap.3: The File-handling menu. From this you can save your levels, load ones you made earlier, or print the current level out. There is also a Test Game option, but bear in mind that you can't get back to the editor after selecting this, so save your levels first, eh?

To play your levels simply start loading *Manic Miner* as normal, and when the horrible flashing loading screen comes up, swap the game tape for your saved levels, and play that instead. One thing I noticed when having a brief trial run, was that my repositioned key in Central Cavern was made invisible. Is this a one-off or does it happen all the time? (I don't know). And if it is a regular occurence, does anyone know how to get round it? All suggestions gratefully received. Of course, some people might see invisible keys as a good challenge; other, more cynical people might call it dodgy programming. I, obviously, wouldn't dream of such a thing.

BASIC

```
   1 BORDER 0: PAPER 0: INK 7: CLEAR 32767: GO SU
B 2400: LET o$=" "
   2 PRINT "THE MANIC MINER EDITOR"'"Written by R
ich Swann for YS"''"Insert your MANIC MINER tape no
wand press play. When finished,  Input the level y
ou wish to editThen press '4' for more help.":LOAD
 "MM2"CODE
  10 INPUT "What level?";l:IF l<1OR l>20 THEN GO
TO 10
  15 CLS
  20 LET pointer=44032+(1024*l)
  50 GO SUB 2000
  60 PRINT :PRINT :PRINT "Options - 1) Edit 2) Ne
w Screen 3) File Options 4) Help Pages"
  70 LET a$=INKEY$
```

◆ **ATTRIB BOO-BOO**! In ATTRIB (May ish), line 270 should read *270 SAVE @1,Z,Q,50000*. Sorry!

```
  80 IF a$="2" THEN GO TO 10
  90 IF a$="3" THEN GO SUB 1700:GO TO 21
 100 IF a$="1" THEN GO SUB 1000:GO TO 21
 105 IF a$="4" THEN GO SUB 2200:GO TO 21
 110 GO TO 70
 1100 GO SUB 2000:PRINT :PRINT "Use,keys 5,6,7,8 a
nd 0 to edit  o-change graphic (now ";o$;")"'"See
HELP for other keys"
 1110 LET oxc=0:LET oyc=0:LET xc=0:LET yc=0:LET
peek=pointer:LET opeek=pointer
 1120 PRINT AT yc,xc; INVERSE 1;CHR$ ((PEEK peek)+
32)
 1125 PRINT AT oyc,oxc; INVERSE 0;CHR$ ((PEEK opee
k)+32)
 1130 LET a$=INKEY$ :IF a$=" " THEN RETURN
 1131 LET opeek=peek
 1132 IF a$="l"OR a$="L" THEN GO SUB 1600:GO TO 11
00
 1133 IF a$="o"OR a$="O" THEN GO SUB 1500:GO TO 11
00
 1134 IF a$="k"OR a$="K" THEN GO SUB 2900:GO TO 11
00
 1135 IF a$="s"OR a$="S" THEN GO SUB 3000:GO TO 11
00
 1138 LET opeek=peek
 1139 IF a$="0" THEN PRINT AT yc,xc; INVERSE 1;o$:
POKE peek,((CODE o$)-32):GO TO 1130
 1140 IF a$="5" THEN LET oxc=xc:LET oyc=yc:LET xc=
xc-1:LET peek=peek-1
 1150 IF a$="8" THEN LET oxc=xc:LET oyc=yc:LET xc=
xc+1:LET peek=peek+1
 1160 IF a$="7" THEN LET oyc=yc:LET oxc=xc:LET yc=
yc-1:LET peek=peek-32
 1170 IF a$="6" THEN LET oyc=yc:LET oxc=xc:LET yc=
yc+1:LET peek=peek+32
 1180 IF xc=-1 THEN LET xc=0:LET peek=peek+1
 1190 IF yc=-1 THEN LET yc=0:LET peek=peek+32
 1200 IF xc=32 THEN LET xc=31:LET peek=peek-1
 1210 IF yc=16 THEN LET yc=15:LET peek=peek-32
 1230 IF a$<>"5"AND a$<>"8"AND a$<>"7"AND a$<>"6"A
ND a$<>"0" THEN GO TO 1130
 1240 GO TO 1120
 1500 INPUT "Which object?"; LINE o$
 1510 IF LEN o$<>1 THEN GO TO 1500
 1520 RETURN
 1600 INPUT "Enter the new name of the level:"; LI
NE n$:IF LEN n$>32 THEN GO TO 1600
 1610 FOR n=1 TO LEN n$:POKE n+pointer+511,CODE n$
(n):NEXT n
 1620 RETURN
 1700 GO SUB 2000:PRINT "1) LOAD levels 2) SAVE le
vels   3) Test Play 4) Print screen    5) Exit"
 1710 LET a$=INKEY$ :IF a$="5" THEN RETURN
 1720 IF a$="1" THEN GO SUB 2500:RETURN
 1730 IF a$="2" THEN GO SUB 2600:RETURN
 1740 IF a$="3" THEN GO SUB 2700:RETURN
 1745 IF a$="4" THEN GO SUB 2800:RETURN
 1750 GO TO 1710
 2000 CLS :POKE 23303,INT (pointer/256):RANDOMIZE
USR 23296
 2010 PRINT :PRINT :PRINT "Level name:"
 2020 FOR n=pointer+512 TO pointer+543:PRINT PAPER
 6; INK 0;CHR$ (PEEK n);:NEXT n
 2021 LET step=0:LET amt=0
 2022 LET pt=(pointer+629+step)
 2023 IF PEEK pt=255 THEN GO TO 2028
 2024 LET pty=INT (((PEEK (pt+1)))/32)
 2025 LET ptx=PEEK (pt+1)-(pty*32):IF PEEK (pt+2)=
93 THEN LET pty=pty+8
 2026 PRINT AT pty,ptx;"*"
 2027 LET step=step+5:LET amt=amt+1:GO TO 2022
 2030 LET att=(pointer+620)
 2031 LET atty=INT ((PEEK att)/32)
 2032 LET attx=(PEEK att)-(atty*32):IF PEEK (att+1
)=93 THEN LET atty=atty+8
 2033 PRINT AT atty,attx;"^";AT (atty+1),attx;
"-"
 2034 PRINT AT 17,0
 2090 RETURN
 2200 CLS :PRINT "Full keys on the EDIT sub menu
are as follows:"'"5-left,8-right,6-down,7-up
0-put graphic at cursor position|-change level nam
e              k-change keys                  s-ch
ange start position          SPACE-exit to main men
u"
 2215 PRINT #0;"PRESS ANY KEY":PAUSE 0:CLS
 2220 PRINT "The SAVE and LOAD in the file   optio
ns save code as a file withstart and length both 3
2768     bytes long."'"For more help, you are adv
ised  to read the manual."
 2225 PRINT '"Sometimes, if you change keys   or s
tart positions into baddie  positions, or move key
s from thetop half to the bottom half of  the scre
en, or you put walls in the paths of nasties, unus
ual   things may happen. We apologise."
 2230 PRINT #0;"PRESS ANY KEY":PAUSE 0:CLS
 2240 RETURN
 2400 RESTORE 2410:FOR p=23296 TO 23318
 2410 READ y:POKE p,y:NEXT p
 2420 DATA 62,2,205,1,22,33,0
 2430 DATA 192,1,0,2,126,198
 2440 DATA 32,215,35,11,120
 2450 DATA 177,194,11,91,201
 2460 RETURN
 2500 INPUT "Filename: "; LINE k$
 2510 IF LEN k$=0OR LEN k$>10 THEN GO TO 2500
 2520 LOAD k$CODE 32768,32768
 2530 RETURN
 2600 INPUT "Filename: "; LINE k$
 2610 IF LEN k$=0OR LEN k$>10 THEN GO TO 2500
 2620 SAVE k$CODE 32768,32768
 2630 RETURN
 2700 INPUT "Any unsaved data will be lost!  ARE Y
OU SURE?"; LINE k$
 2710 IF k$(1)="y"OR k$(1)="Y" THEN RANDOMIZE USR
33792
 2720 RETURN
 2800 GO SUB 2000
 2810 GO SUB
 2820 GO SUB 2400
 2830 RETURN
 2900 CLS :INPUT "Which key number (1 to ";(amt);"
)";key
 2902 IF key>amt THEN GO TO 2900
 2910 LET pt=((key*5)+625+pointer)
 2920 LET pty=INT (PEEK pt/32)
 2930 LET ptx=(PEEK pt)-(pty*32)
 2931 IF PEEK (pt+1)=93 THEN LET pty=pty+8
 2940 PRINT "The current x co-ord is ";ptx'"The cu
rrent y co-ord is ";pty
 2950 INPUT "New x co-ord";newptx
 2960 IF newptx<0OR newptx>31 THEN GO TO 2950
 2970 INPUT "New y co-ord";newpty
 2980 IF newpty<0OR newpty>16 THEN GO TO 2970
 2990 LET ptx=newptx:LET pty=newpty
 2995 IF pty<9 THEN POKE
((key*5)+625+pointer),((pty*32)+ptx):POKE (pt+1),9
2
 2996 IF pty>8 THEN POKE
((key*5)+625+pointer),(((pty*32)-256)+ptx):POKE (p
t+1),93
 2997 RETURN
 3000 CLS :LET att=pointer+620
 3010 LET atty=INT (PEEK att/32)
 3020 LET attx=(PEEK att)-(atty*32)
 3030 IF PEEK (att+1)=93 THEN LET atty=atty+8
 3040 PRINT "The current x co-ord is ";attx'"The c
urrent y co-ord is ";atty
 3050 INPUT "New x co-ord";newattx
 3060 IF newattx<0OR newattx>31 THEN GO TO 3050
 3070 INPUT "New y co-ord";newatty
 3080 IF newatty<0OR newatty>15 THEN GO TO 3070
 3090 LET attx=newattx:LET atty=newatty
 3095 IF atty<9 THEN POKE (620+pointer),((atty*32)
+attx):POKE (att+1),92
 3096 IF atty>8 THEN POKE
(620+pointer),(((atty*32)-256)+attx):POKE (att+1),
93
 3097 RETURN
```

TUNE MAKER

Part Two (128K only)

by A. Sherwood



Continuing our magnificent music prog of two months ago...

BASIC

```
288 PRINT AT 9,4; PAPER 2; F$(LEN F$-12 TO LEN F$)
499 GOTO 1500
1500 IF INKEY$<>" THEN GOTO 1500
1510 LET D$=INKEY$: IF D$="" OR D$="." THEN GOTO 1510
1511 IF VAL D$<2 THEN GOTO 9
1520 GOTO VAL D$
1530 LET E$=B$=C$=A$:PLAY E$
1540 LET F$=F$=A$
1545 PRINT AT 4,29; LEN F$; PAPER 2; AT 9,4; F$(LEN F$-12 TO LEN
F$)
1599 GOTO 1501
1720 DIM L$(20,300):BORDER 0: INK 7: PAPER 0:CLS
1725 FOR Z=USR "a" TO USR "a"+7: POKE Z,1:NEXT Z
1730 LET Z=40:LET X=50:LET C=60:LET V=70:LET B=80: LET
N=90:LET M=100:LET S=110:LET D=120:LET G=130:LET H=140:LET
J=150:LET Q=160:LET W=170:LET E=180:LET R=190:LET T=200:LET
Y=210:LET U=220:LET I=230:LET O=240:LET P=250:LET L=260:LET
A=270:LET F=290:LET K=280
1750 LET G$="<2 spaces><2 inverted spaces><space><2 inverted
spaces><space><graphic A><2 spaces><2 inverted spaces><space><2
inverted spaces><space><2 inverted spaces><2 spaces><11 inverted
spaces>": LET H$="<5 spaces><graphic A><2 spaces><graphic A><2
spaces><graphic A><2 spaces><graphic A><2 spaces><graphic A><2
spaces><10 inverted spaces>":LET J$="UX2000W0O3cC)":LET
N$="UX600W6O7cC"
1755 GOSUB 4100
1770 LET AA=1
1780 LET B$="UX4000W0T240O5":LET F$=B$:LET C$="O5":LET P$="5"
1799 GOSUB 4000: GOTO 1500
4010 CLS: PRINT INVERSE 1; G$; G$; G$; INVERSE 0; "<2 inverted
spaces>S<space><inverted space>D<space><4 inverted
spaces>G<space><inverted space>H<space><inverted
space>J<space><2 inverted spaces><11 spaces>"; INVERSE 1; H$; H$;
H$; "Z<space><graphic A>X<space><graphic A>C<space><graphic
A>V<space><graphic A>B<space><graphic A>N<space><graphic
A>M<2 spaces>": AT 3,8;"<graphic A>"
4020 PRINT AT 8,1; INK 4;"C D E F G A B"' ; PAPER 1;"<31 spaces>"
4030 PLOT 16,175: DRAW 135,0
4040 PRINT AT 0,22; "TUNE No "; AA; AT 3,22; "TUNE"; AT 4,22;
"LENGTH "; LEN F$; AT 7,22; "OCTAVE ";C$(2)
4060 PRINT AT 10,0; INK 5; "USE NUMBER KEYS TO CHANGE
OCTAVEQ TO PLAY BACK TUNE"' "W TO PLAY BACK WITH BASS
RHYTHM A PLAY BACK WITH ACCOMPANIMENT K TO ERASE LAST
NOTE"' "E TO ERASE TUNE"' "R(1-9) NEW NOTE LENGTH (WAS 5) T
FOR FLUTE SOUND"' "Y FOR PIANO SOUND"' "U TO LIST TUNE
NOTES"' "I TO STORE TUNE IN MEMORY"' "O TO RETRIEVE TUNE
FROM MEMORY"
4065 PRINT <hash>0; AT 0,0; INK 5; "P TO SAVE ALL TUNES TO
TAPE"' "L TO LOAD TUNES FROM TAPE"
4099 RETURN
4101 CLS: PRINT PAPER 2;"<7 inverted spaces>T U N E<2 inverted
spaces>M A K E R<7 inverted spaces>"
4110 PRINT INK 6;''' "YOU CAN NOW USE THE KEYBOARD TO
PLAY ANY MUSICAL NOTES OVER 9<3 spaces>OCTAVES.:''' "THE
COMPUTER WILL REMEMBER AND <2 spaces>REPLAY ANY NOTES
YOU USE."'''' "UP TO 20 TUNES CAN BE STORED,<3
spaces>REPLAYED, OR SAVED TO TAPE."'''' "TUNES YOU CREATE
CAN BE LISTED<2 spaces>AND COPIED INTO YOUR OWN GAMES<2
spaces>OR PROGRAMS."
4120 PRINT<hash>0; AT 1,0; "PRESS A KEY"
4194 IF INKEY$<>"" THEN GOTO 4194
4195 IF INKEY$="" THEN GOTO 4195
4200 CLS:PRINT INK 5;"THESE KEYS ON THE COMPUTER..."''''"<2
spaces>S<2 spaces>D<5 spaces>G<2 spaces>H<2 spaces>J"''' "Z X C
V B N M";'''' "WILL PLAY THESE MUSICAL NOTES..."
4270 PRINT AT 12,0; INVERSE 1; G$; G$; INVERSE 0;"<2 inverted
spaces>C<hash><inverted space>D<hash><4 inverted
spaces>F<hash><inverted space>G<hash><inverted space>A<2 inverted
spaces><10 spaces><2 inverted spaces>Db<inverted space>Eb<4
inverted spaces>Gb<inverted space>Ab<inverted space>Bb<2 inverted
spaces><11 spaces>"; INVERSE 1; H$; H$; H$; " C<graphic A>
D<graphic A> E<graphic A> F<graphic A> G<graphic A> A<graphic A> B
"; AT 14,8; "<graphic A>"; AT 15,8; "<graphic A>"
4275 PLOT 16,79: DRAW 135,0
4280 PRINT <hash>0; AT 1,0; "PRESS A KEY": IF INKEY$<>"" THEN
GOTO 4280
4290 IF INKEY$="" THEN GOTO 4290
4299 RETURN
```

FIZZ

That's all we've got time for this month, but we'll be back next month with even more of your favourite home video clips (or even programs), including the second exciting installment of the *Manic Miner* editor. Keep those creations pouring in to me, CB, at Program Pitstop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.



■ For sale! Spectrum 48K computer, mags, tones of games, Kempston joystick, Turbo back light pack £50 ono or swap for Sega. **Ring Andi on 0244 536495.**

■ For sale! Opus Discovery 1 with 3.5" and 5.25" disk drives and built in Multiface 128. Also, 128K RAMPrint/RAMWrite interface and many programmes. Offers. **Ring 0272 423941 from 10am to 5.30 pm, Monday to Saturday and ask for Graham.**

■ For sale! Speccy +3, over 700 games, Multiface 3, 21 disks, Quickshot Python joystick with Kempston interface. Quick sale needed, so £195. **Call James on 061 427 4993.**

■ For sale! Spectrum 128K, Plus D disk drive, tape deck, joystick, over a 100 games, mags, books and Multiface. £190 ono. Also, SAM Coupé, two drives with printer, books and emulator. £230 ono. **Ring Andy on 0753 825062.**

■ For sale! Speccy +3, over 100 tapes, loads of mags – only £300 ono. **Call Ross on 0963 51440 for details. Weekend evenings only.**

■ For Sale – Spectrum +2A, Cheetah 125+ joystick, over £150 worth of games, including *3D Construction Kit, Turtles* and *Arcadia*, only £160. **Phone Omar on 041 632 6831 after 5pm.**

■ Speccy sale bonanza! Spectrum +3 £50, tape cassette recorder £10, two joysticks and interface £15, over 100 original games (worth over £500) £200, Genius Mouse pack and Art Package £25, over 100 Speccy magazines (YS,SU, Crash) £75, or will sell the lot for £325. **Ring Keith on 0626 62536 after 6pm.**

■ Sinclair QL for sale with eight spare Microdrive cartridges, no manuals £30 or swap Multiface 128 for Spectrum. **Ring Bob on 0793 528389, evenings only.**

■ Spectrum +2, 128K, £300 worth of games, joystick, interface and modem. All in mint condition. All the above for only £100 or nearest offer. **Telephone Martyn on Wearside 5369749.**

■ Spectrum 128+ (still boxed), data recorder, joystick and over £200 of software (including many wargames). Offers near £150. **Phone Kent on 0935 851 302.**

■ For sale! Spectrum +3, with Multiface 3, hundreds of games – including *Robocop 2, TMHT* and many more. Also joystick, mouse and *Artist 2* program, manual, datacorder, 11 blank disks and all leads. Sell for £180. **Call 0672 851 257.**

■ Spectrum +2A 128K, over 190 games, joystick, manual and loads of mags. All for £75 ono. **Please phone Ben on 0633 421288.**

■ Spectrum +2A plus lightgun, two joysticks and over 170 games (including *Turbo Outrun* and *Chase HQ*), all leads and manual. Will sell for £150 in the Scottish area. **Ring Raymond on 0382 610211.**

■ For Sale! Rotronics Wafadrive with four wafers and user manual. £30 ono, or swap for DTP *Wordmaster* or three font packs. **Ring Bob on 0793 528389, evenings only.**

■ Spectrum +2 128K, excellent condition, over 120 top games and joystick. Only £85. **Telephone Darren on 0446 774834.**

■ Spectrum +3 with built in disk drive, over 16 disk games and three tape games, tape leads and Cheetah joystick. Grab it now at only £100 ono. **Ring 0932 565631.**

■ Spectrum +3, disk drive, television, and tape recorder leads, £100 worth of games, mags and a manual. Excellent condition, worth £300. Bargain at £150. **Phone Nick on 021 445 6032.**

■ Sinclair QL, Microdrive, software includes *Psion Chess* and *Snooker*, four blank Microdrives, all boxed. Any offers. Also Spectrum 128K +2, £200 worth of software, joystick, books and mags. Any offers. **Phone 0480 61279.**

■ Speccy 128K +2A, two Kempston joysticks plus interface. Leads, box, manual, 100 games. Only £140 ono. **Tel 0954 781373 and ask for Daniel.**

■ Spectrum +2 for sale, plus two joysticks, AMX Mouse and £595 worth of games for £235. **Phone David after 6pm on 0666 822687.**

■ Spectrum +3 for sale with Competiton Pro clear joystick, cassette leads and games (including *Chase HQ, Turrican, Solid Gold* and *World Class Leaderboard*). £125 ono. **Tel 0277 658456.**

■ For sale! Citizen 120D – 80 column dot matrix printer. Perfect working order, boxed with manual, serial interface with Spectrum +2. Only £65. **Phone Paul on 081 568 8526.**



■ I will swap games for games. Doesn't matter what you've got, if I haven't got it, I want it. A game for a game. **Phone Justin on Polegate 482411.**

■ I will swap my *Turtles* and *Operation Wolf* for your *Kenny Dalglish Soccer Manager.* Two for two, what a bargain! **Phone 0472 690405 after six.**

■ Games to swap for Spectrum +2. Wanted! *Rainbow Islands* and I will swap *Thunderblade, CJ's Elephant Antics* and *Army Moves.* Originals only. **Phone Alex on 0242 233804.**

■ Swap! Your full price *Edd The Duck* and *Nightshift* for any two of my budget games like *Platoon, Xcel, Hyperbowl, Speedking 2, Short Circuit, Indiana Jones And TheTemple Of Doom* and *Yogi's Great Escape.* Originals only please. Would help if you lived in Wolverhampton area. **Phone 0902 742067 after 6pm.**

■ Oi! I'll swap my *Navy Seals* for your *Total Recall* or my *Nightshift* for your *Monty Python* or ten budgets for your NARC or *Super Wonderboy.* I also need people to swap games with by mail so contact me now! **Phone 051 525 0805 and ask for Mark.**

■ I will swap my *Vampire, Ball Crazy, Survivors, Bear Bovver* and *People From Sirius* for your *Final Fight.* **Phone Birmingham 454 5017 after six.**

■ I will swap my *Nigel Mansells Grand Prix* and *Enduro Racer* for your *WWF* and *Footballer Of The Year.* Will swap one for one. **Phone Chris on 0434 270203.**

■ I will swap my *Untouchables, Golden Axe* and *Shadow Warriors* for your *Lords Of Chaos, Laser Squad* and *Lotus Esprit Turbo Challenge* originals. **Phone David 051 653 9834.**

■ Haylp! I want a copy of *Sim City* and/or *Mercenary,* to swap with any of my games. I have over 300 including *Robocop 1* and *2, Rainbow Islands,* all the *Dizzys* etc. One for one (three budgets for one full price). Originals only. **Ring David on 0924 894775.** PS Long live YS and all Speccies!

■ Swap wanted! *Dragon Breed* for my *Indiana Jones And The Last Crusade.* **Contact Daniel 0797 225448.**



If there's anything that you want, if there's anything that you need, just drop us a line at good old Inny Outy and we'll see what we can do.



■ Wanted! Disk drive and interface for Spectrum +2. Preferably +D but any drive will do. Will swap for Atari 800XL 62 key keyboard and 39 games. All works and still loads, but needs new tape recorder. **Phone 0202 743473 and ask for Robert.**

■ Wanted! Multiface 3. Will swap for *Stealth Fighter* (+3 disk), *Escape From The Planet Of The Robot Monsters* and *Robocop 1* (+3 disks). Also, *Where Time Stood Still* for *CJ's Elephant Antics* and *Impossible Mission 2.* Please help me! **Phone James on 0483 64823.**

■ Please! Please! Please! Has anyone got a ZX Interface 1, in any condition as long as it's in working order to drive a Microdrive. **Phone Alan on 0454 311850 anytime after 6pm.**

■ Someone out there must have *Deus Ex Machina* by Automata! Price paid depends on condition, up to £10. Original only. **Phone Daniel on 0323 27542 now.**

■ Wanted! *Tetris* and *Ninja Warriors.* I'll swap for *Donkey Kong, Mario Bros* and *Kickstart 2.* Or I'll pay a reasonable price. **Ring Duncan on 0843 69323.**

■ Wanted urgently! *MF-Print* by Campbell Systems for the Spectrum 48K. Cassette or Microdrive. **Telephone 0772 783079 anytime and leave a message.**

■ I will swap *Garfield, Knucklebusters, Scooby Doo, Passing Shot, Howard The Duck, Aliens US, Sports Pack, Manchester United* and five budget games of your choice for a good Sega Master System game. **For a full list of games call Phillip on 0602 612312.**

■ Wanted! Manuals for a 48K Spectrum, old classic Spectrum games and, if possible, a Scott Adams Adventure Hint book. **Phone David on 0604 719370.**

■ Wanted! Any really good games, especially football management sims. I will swap *Shadow Of The Beast, European Superleague, Football Manager 1,2,* expansion kit and many others. **Call Robert on 081 460 6713.**

■ Wanted! *WWF Wrestlemania* and any football management games. Will swap for *Kick Off 2, Gazza 2, Hard Drivin', Days Of Thunder* and some budget games. **Telephone Ryan on 021 7833544.**

■ Microdrive cable wanted for Spectrum 48K. **Phone 0924 256229 or 0274 723541 and ask for Richard.**

■ Over 2200 Multiface POKEs could be yours if you send £3, a blank tape and a 22p sae. **Phone Ian on 0902 409969 for details.**

■ *Microbite* is the all news, all views, new fanzine out every two months. It costs £2 per issue with an eight-game coverdisk. We have 12 subscribers. **Call Jason on 0228 32221 for more details.**

■ It's new! It's fab! It's *The Patrick Moore Xylophone Player's Club!* **Phone 041 8524698 for more details.**



■ I'm looking for a Dutch Spectrum Users Group. **Phone Abdon (in Holland) on 01150 19478.**

■ Your Sinclair readers, can you help? We need to raise money for disabled people. Any ideas, donations or help appreciated. **Call Rochdale 356963.**

■ PD Software for the Spectrum. We need budding programmers and artists to contribute. **Call Prism PD on 0788 817473.**

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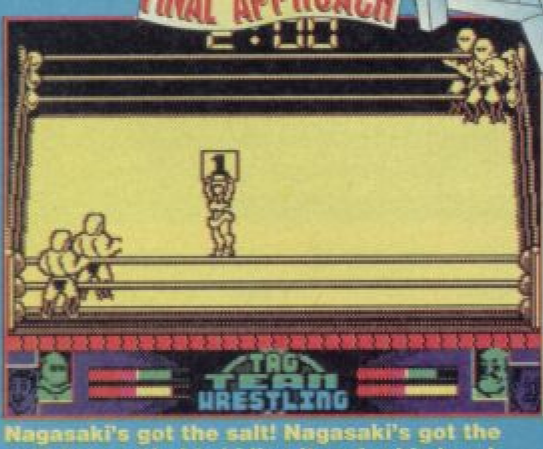
Tag Team Wrestling

Zeppelin
☎ 091 385 7755

Wrestlers, eh? What a bunch of wimps. They dress up in outfits that would embarrass Marvel superheroes, jump about a bit and pretend to hit each other, then collect astoundingly huge amounts of money and make out they're tougher than Tough "Toughy" Tufts, legendary hard man of old Glasgow town. Well, we here in the Shed say yah-boo to them. Bert the stick insect could take any wrestler you name in a round and a half.

Zeppelin obviously share our dislike of the whole sorry business, because they're about to release *Tag Team Wrestling* – a mickey-take of a certain well-known-but-rather-poor rough and tumble fight game. *Tag Team* features such wrestlers as the English Rottweiler ("He doesn't let go"), the Overtaker ("He's hell on the highways"), Ivor the Hedgecutter ("He trims 'em down to size") and Whole Hugging ("He's a bit sad, really.") The idea is that you control two wrestlers, one of whom stands at the ringside yelling encouragement while the other cavorts around the ring with his opponent. When one gets a bit tired, you can rush up to the ropes and tag the other wrestler, giving the first chap a bit of a breather.

Apparently, this game features all the rules (including contest or championship matches) and all the moves of pro wrestling (including bouncing off the ropes, jumping off the ring posts, full-arm body slamming and unconvincingly throwing the match.) *(You old cynic, you. Ed)* It looks to be quite a stonker, with options for one or two players and a guaranteed absence of joystick waggling tactics. Join us at the ringside next month when we'll be grappling with the full game and seeing if we can throw it to the canvas.



Nagasaki's got the salt! Nagasaki's got the salt! he's probably hiding it under his hood, ready to throw it in the good guy's eyes. Ugh!

Top Three Shed Wrestlers

Bert the Stick Insect
He choke-holds his opponents into unconsciousness with all those sticky arms.

Linda
She swamps her opponents with a large anorak and then bats them out of the ring with a Pastels' record sleeve.

Andy O
He kickstarts his opponents into submission then pogos them into the ground.

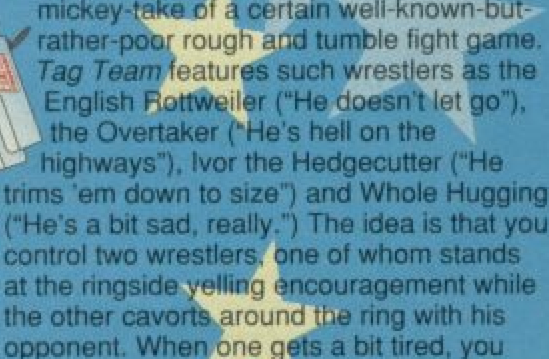
FAX BOX

Game	*Tag Team Wrestling*
Publisher	Zepplin
Programmer	Stephen Walters
Price	£3.99 cassette
Release Date	June 1992

International Five A Side Football

Zeppelin
☎ 091 385 7755

Footy games, eh? Did you know that there have been two hundred and sixteen footy games on the Speccy since 1982? Well, there have. Congratulations, *Five A Side* – you're number two hundred and seventeen! But enough wibble. *Five A Side* is a *Match Day*-ish sort of affair, with 3D isometric views and fast hackabout action.



As Bluey approached the goal, Sunshine Bates clenched his fists in anticipation. He was a great boxer but a singularly crap goalie.

As you might have guessed from the title, you've got five players on your team – four toe-pokers and a goalie. The pitch is enclosed in an invisible box, and you can bounce the ball off the walls for those tricksy opposition-mangling shots. Hearteningly, the offside rule has been dropped. In fact, most of the rules seems to have been dispensed with. But who cares if it makes the game all the more speedy and playable? Not us matey, that's for double-darn sure! Playing against the Speccy or a handy chum, you have to nudge the ball about the place, wrong-footing the opposition and beating the goalie. (Not literally.)

The cunning bit in this game is the control system. Instead of the usual player-nearest-the-ball selection, *Five A Side* cycles through the team when you press the fire button. According to Zeppelin, this is a completely ace idea that will enable you to perform amazingly tactical team plays. Well, it's certainly different anyway.

Even as your eyes drift gently down through this preview, the *Five A Side* programmers are slipping the finished game into a secret post box somewhere near Worthing. Source code errors and unbalanced postmen permitting, our trusty Jugglers will be jogging through the players' tunnel next month. Hurrah for our side!

The Top Three Shed Footie Heroes

Bert the Stick Insect's front three legs
His astounding jinking abilities keep other players at bay.

Bert the Stick Insect's back three legs
Talented Bertie's shooting skills are unrivalled.

Stanley Matthews
His big, flappy shorts break the opposition's defence right open. *(This has gone beyond a joke. Ed)*

FAX BOX

Game	*International Five A Side Football*
Publisher	Zeppelin
Programmers	David Sowerby (code) John Dalziel and Neil Hislop (graphics)
Price	£3.99 Speccy/SAM cassette
Release Date	June 1992

Championship 3D Snooker

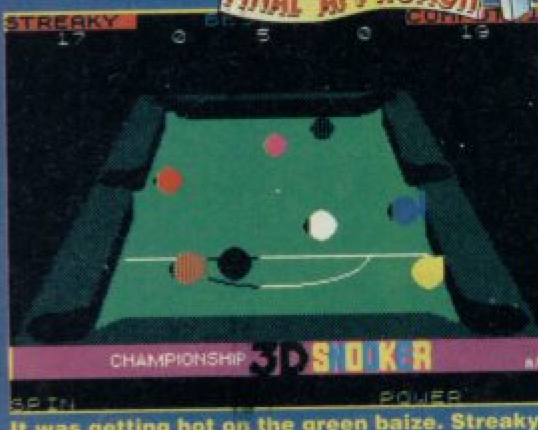
Zeppelin
☎ 091 385 7755

"And... you join us here in the Crucible theatre where Zeppelin are about to show off their new snooker game. But what's this! Showing an unerring sense of timing, they've managed to completely miss the snooker championships. Oh dear."

Yes, well, enough of the breathy commentary. Bravely smiling in the face of Missed Opportunity, Zeppelin are on the verge of releasing their follow-up to the really rather fine *American 3D Pool*. *3D Snooker* shares the same graphics routines as its illustrious predecessor, so we can expect to see superfast 3D balls caroming around the green baize table (or something.) If you're a follower of the seemingly endless BBC2 snooker coverage, you'll be well acquainted with the rules of this preposterously popular sport. There are fifteen red balls on the table, along with six colours. You have to pot all these in sequence using the white cue ball. (Actually, you have to use the cue stick, but there you are.)

Championship 3D Snooker offers a pocketful of features. As well as playing against the Speccy or a pal, there's a tournament option. This gives up to eight players the chance to compete in, um, a tournament sort of thing. If a lengthy league game isn't really your cup of funky char, you can opt for a knockout competition. Presumably this means you get to thump your opponents if you lose.

The game's just having the final touches put to it, and we'll have a full review next month. (Jon's already taken to wearing his glasses upside-down in anticipation.)



It was getting hot on the green baize. Streaky longed to take off his red overcoat, but he didn't want to confuse the punters.

The Top Three Shed Snooker Players

Maryanne
She uses a fifty-three piece cue with crosshairs and a telescopic sight.

Bert the Stick Insect
He sort of pokes himself at the balls, with amazing accuracy.

Dennis Taylor
He used to be World Champion. *(Surely some mistake? Ed)*

FAX BOX

Game	*Championship 3D Snooker*
Publisher	Zeppelin
Programmer	Stephen Walters
Price	£3.99 cassette
Release Date	June 1992

Graeme Souness Soccer Manager

Zeppelin
☎ 091 385 7755

Zeppelin have been holding onto this licence for quite a while now. They held the game up recently when poor old Graeme was banged up in hospital. Luckily he's okay now so Zeppelin have decided that the time is ripe to launch another management sim onto an unsuspecting (not!) public. Hurrah!

Those of you with amazing memories may remember that the similarly-titled *Kenny Dalglish Soccer Manager* which was reviewed as part of Zeppelin's *Hit Pack One*. Oh come on, you must remember – you're not a bunch of goldfish! Anyway, *GSSM* (as we like to call it) is pretty similar to that except that it's tonnes better. Probably.

GSSM is one of those desktop icon-lead management sims where you get to sit at the desk, phone various people up and tell them what to do. You're in control but sometimes your performance causes things to happen that might not be wholly advantageous. But hey! You're up there with the big boys now – you can cope with it.

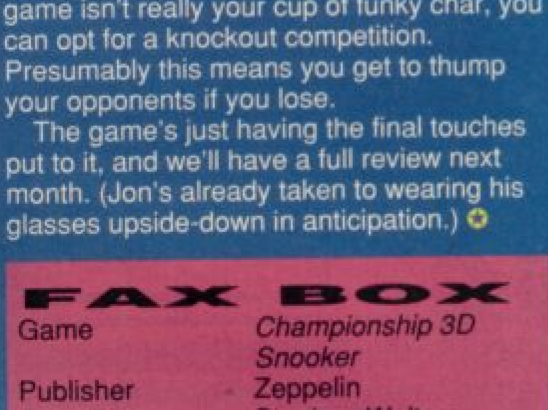
The best thing about these footie sims is always the bank manager. It gladdens our little hearts to see tht Zeppelin have put one in. You can now spend half the game phoning him up and hurling insults into his pristine ears. It's a good idea to spend the other half of the game wasting as much money as poss. After all, it is a game of two halves. *(Groan! Ed)* It also makes Mr Banker very irate. Hurrah!

The Shed's top three footie players

Bert the stick insect
You might think this is a tad unfair cos Bert really does have the edge when it comes to legs. But this advantage is balanced out by the fact that once Bert's got possession of the ball he finds it very hard to let go. It's all that velcro!

Hutch
Only Bert is fearless enough to tackle the illustrious Ed. Everybody else is too fond of their current employment thank-you-very-much!

Jane the publisher
The outright winner. The Ed's chair is the comfiest in the Shed and not lightly surrendered.



Yowzah! How about that for an overdraft? All it takes is a little flair and imagination and you can be up there with Mr Tinpot Dictator.

FAX BOX

Game	*Graeme Souness Soccer Manager*
Publisher	Zeppelin
Programmer	Ian Copeland
Price	£3.99 cassette
Release Date	June 1992

FLiP!

The Ultimate Guide To Life, Love and Loofahs!

Get the funk out! This month in the world's most beloved Spec mag we tell you what's got clout and what's worth nowt. Yip! Yip!

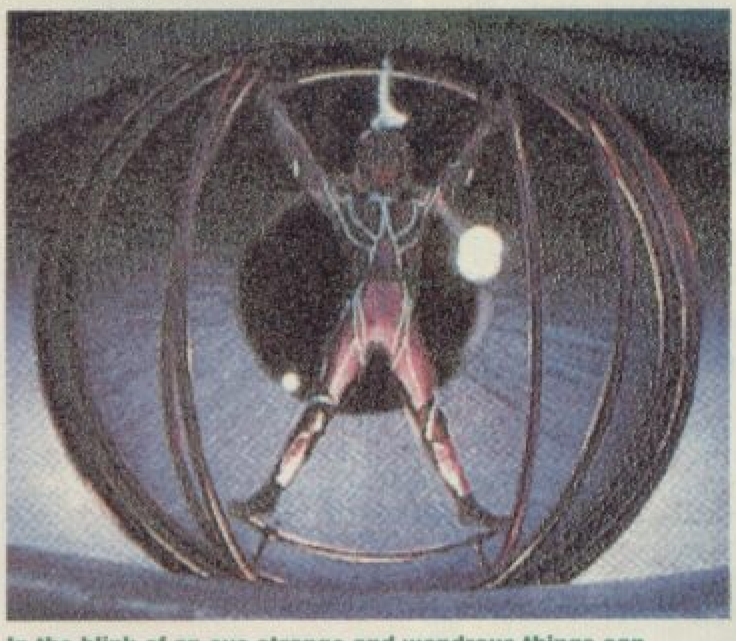
FLIX



Lawnmower Man

First Independent Films
Starring Pierce Brosnan, Jeff Fahey and Jenny Wright

I'm just not convinced by all this virtual reality nonsense. I mean fine, you can bung a blender on your head and fork out a quid a go to play a bog standard flight simulator, but I can't see it changing lives. Stephen King would have us believe that in the future we're all going to be living virtual lives, our bodies redundant and our minds permanently tapped into a computer world.

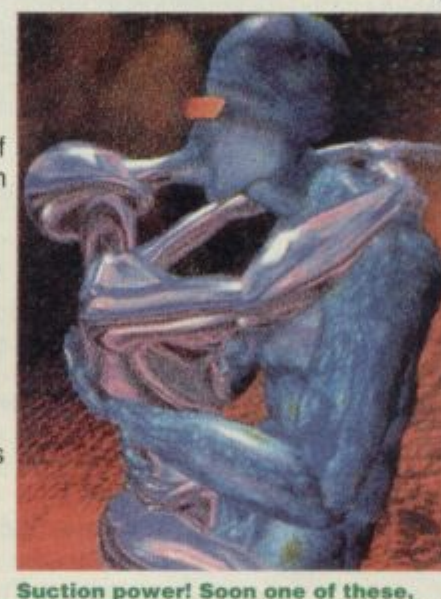


In the blink of an eye strange and wondrous things can happen. But if you blink, you miss them. Natch.

Lawnmower Man explores a number of different theories. All of these have been suitably sensationalised for consumption by the cinema-going public, so that in the end you get a completely distorted view of virtual reality. According to Stephen King, given the right blend of brain food and a nice graphic display we can learn to control lawnmowers with our thoughts and read people's minds. I'll stick to tarot cards.

The plot's crap. Mad scientist takes mentally subnormal lawnmower man and injects him with brain food while hooking him up to his virtual reality setup. Lawnmower man consequently becomes super-brainy and decides to become the first virtual man. So he gets himself zapped into a computer from where he can rule the electronic world.

Now personally I wasn't expecting much from this film but I thought the graphics might be half decent. How mistaken can a cool dude be! You'll find better effects in *Tron* or *The Last Starfighter*. *Lawnmower Man*'s graphics look decidedly dated and completely unimaginative. What's more, the director doesn't exactly go overboard on the computer graphics front.



Suction power! Soon one of these, erm, things, will disappear inside the other. Yuk, double yuk and yuk again.

Give this film a very wide berth. It's slow, utterly clichéd, completely moronic and totally devoid of humour. The acting is painfully cruddy, the effects are duff and unbelievable and the ending is about as plausible as *The Wizard of Oz*'s. The only thing I can say in this film's defence is that the dolly grip's name is Vincent 'Vin Man' Rapini. Quite. **Hutch**

IT'S A FLIP FLOP

FLIP RATING
★☆☆☆☆

RUMOURS

Laugh, we nearly burped. According to Empire magazine, the next James Bond is rumoured to be Mel Gibson. Here at YS we don't have a problem with Mel's pretend English accent (he did a suitably impressive job in Hamlet), but he is rather, ermm, short. We have an image of Bond as a tall, dark, impeccably mannered gentleman with a keen eye for the ladies and pinpoint shooting skills. While Mel might fulfil the last two criteria, we don't think he fits the first three, even if he did wear high heels ☛ *Judge Dredd* is due to start shooting at the end of the year with Arnold Schwarzenegger playing old steel jaw ☛ Sean Connery got a bit annoyed with living in this country because he was shelling out 98% of his income on tax. We can't blame him, we suffer from the same problem here in the Shed ☛ Video of the month has got to be the absolutely brilliant *Flirting*. The film covers everything from the first jealous fight to the first kiss of a young lad growing up. Rent it today ☛ Screw up of the year has got to be Steven Spielberg with his film *Hook*. Mr S thought that Captain Hook lost his left hand to the crocodile. It was in fact his right.

BOOK LOOK



The Door In The Tree

William Corlett
Red Fox/£2.99

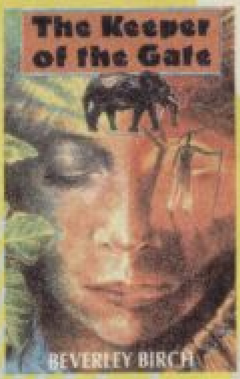
It's the Easter hols and William, Mary and Alice return to Golden House, a brilliant sprawl of a mansion tucked away in the valleys. Not having read the first part of *The Magician's House Quartet* (this is part two) it took me a while to get into the story, as basically it follows straight on from the original. The plot of the series revolves around the three sprogs' attempts to re-establish contact with Stephen Tyler, an Elizabethan bod who's been time travelling into their tree-house over the last couple of months. He's the Magician, a sort of olde age hippy with a flair for natural magic who's decided to take the tricky trio under his wing and educate them in matters of the soul. Or something.

The Door In The Tree pads out this magical business with a tale of horrible badger baiters rampaging through the countryside. In an attempt to foil the lampers' plans, Alice and the gang ally with Meg Lewis, a mad old woman who lives in a cottage. Will this motley crew succeed in defeating the heartless villains? To be honest, I wasn't particularly bothered. It's an amiable enough book, but it seems to take an awfully long time for anything to happen. There are plenty of lengthy descriptions and loads and loads of baffling nature-itself-is-magic bits. A caring-sharing-feely-good 1990s kind of book, *The Door In The Tree* is an okay read for a warm summer afternoon. And it gets an extra point for featuring a dog called Spot. **Jon**

FLIP RATING
★★★☆☆

The Keeper Of The Gate

Beverley Birch
Red Fox/£2.99



Looks spooky, doesn't it? Well, that's cos it is.

Sara comes home to Kenya after a visit to her grandmother in England. She and her family travel to the coast, to their grandmother's house, for their summer hols. Sara and her little sister, Joanna, are befriended by a stranger called Muniri. He takes them to see the ruins of Kingwana and the two girls, along with their Kenyan friend Kariuki, are flung headlong into a time-travel adventure.

The gate of the title is the doorway to another time and the children find themselves in Kingwana when it was a prosperous, thriving city. Gradually they trace the history of the city and realise that Muniri too is a time-traveller and he's trying to tell them something.

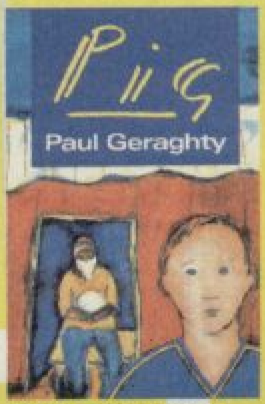
As a straightforward adventure story, *The Keeper Of The Gate* is a great read. But it's also more than that, for the first time Sara really starts thinking about Kenya's history and about her own identity as a Kenyan. She is also extremely annoyed with her parents who she thinks want to send her away to school in England. It's this added level of interest that makes this story more than just a good read. **Linda**

IT'S A FLIP FAB!

FLIP RATING
★★★★★

Pig

Paul Geraghty
Red Fox/£2.99



That's Johannes in the background. He's dead wise and smart.

Pig is the nickname that Mike acquires when he moves to Cape Town from his old home, a pig farm in Natal. None of the kids at his new school are willing to be friendly, in fact they're all incredibly hateful and Mike is really bullied. His only friend is an old black man called Johannes who lives in a shack at the local football ground.

Football is Mike's passion and, when he's finally allowed to play, he proves to be a bit of a star. It's this skill that finally wins him some friends, but not before he's been made to undergo a thoroughly nasty 'initiation' ceremony. *Pig* is a pretty upsetting book and will strike a chord with anybody who's had to endure snide comments at the school gates. The only thing is, there's not that much of a plot. This one won the author the Young African award, but I much preferred *The Keeper Of The Gate*. **Linda**

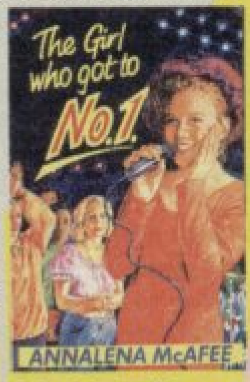
FLIP RATING
★★★★☆

The Girl Who Got To Number One

Annalena McAfee
Red Fox/£2.99

Fame, fame, fatal fame – it can play hideous tricks on the brain! Abby is yer everyday teenager, she joins a local band and after two gigs said band is snapped up by CD Spearman. Nasty CD gets rid of the band and smarms Abby's mum into signing a bum deal.

Soon Abby is spending hundreds of pounds on clothes and hanging out at swanky nightclubs. She also ignores her old friends, gets mauled by horrid record company execs and fails her exams. When tragedy strikes, Abby begins to wonder if it's all worth it.



Ooh, I feel all nervous and giggly. Ooh! Ooh!

The Girl Who Got To Number One is far-fetched, moralistic nonsense. It's also dead easy to read. A trashy novel for the younger generation. **Linda**

FLIP RATING
★★★☆☆

COMIX

Loonies called Arthur? We've got them all.

Elektra Assassin

Epic Comics/£9.95



(c) 1992 Epic Comics

Look at this picture. Now look again, more closely. Good, isn't it?

Elections are dangerous things. You may have thought that Chris Patten had a bit of a bad day, but spare a thought for the campaign currently being fought in America. On one side the present incumbent, a wizened old wrinkly with all the charisma of a pea. On the other the Beast, slayer of peoples and master of the dark worlds. In the middle, Elektra the lady ninja and Garrett the psycho cyborg. Off to the side but with a tendency to lean slightly to the left, indestructible loony Arthur Perry. Lurking off-stage but with the disturbing air of someone about to jump out and go "Boo!" at you, possessed presidential candidate Ken Wind. You get the idea.

Considering its patent absurdity, this everyday story of American folk hangs together remarkably well. Frank Miller keeps the action boiling along and uses loads of overlapping dialogue to unsettling effect. There always seem to be at least three plotlines unravelling simultaneously, and at times it's awfully tricky to follow who's doing what to whom. If you fancy digging away at the incredible violence, you'll find a biting satire on American politics and the scientific community, but hey! it's an enjoyable read. Special mention must go to Bill Sienkiewicz – his artwork is amazing, using cut-outs, block colours and fabrics to create a crazy montage world of bizarre action. *Elektra* is one of those books that take at least two readings to appreciate fully, but it's worth it.

Best Line: "I'd slap my knee and burst out laughing over that, if I had the pipes to laugh. Or the knee. Or something to slap it with."

FLIP RATING
★★★★☆

Elektra Lives Again

Epic Comics/£12.95 (hardback)

Considering the strength of *Elektra Assassin*, this 'un falls flat on its face. "Dead or alive, she's back," runs the spectacularly derivative tag line. Matt Murdock, aka Daredevil, is plagued by waking dreams of his lost love, Elektra. He's also being stalked by agents of The Hand, who aren't entirely convinced that Elektra is dead. Is she? Isn't she? Who cares?

Frank Miller's story ambles on, going nowhere and saying nothing, eventually dragging up some tired sub-plot about a

plan to revive dead assassin Bullseye. Miller's and Lynn Varley's coarse-lined artwork liven things up a bit, but sadly not enough. *Elektra Lives Again* is the kind of book that has sixteen pages of frozen-pose action with about four lines of dialogue. It's the kind of book where weapons go "thunkk," and "chak." It's the kind of book which, well, isn't really that good. Blatantly commercial and unforgivably dull.
Best Line: "Graa. Hgaa. Hngg."



(c) 1992 Epic Comics

A lovely hardback special edition with glossy pages. Pity the story's completely awful.

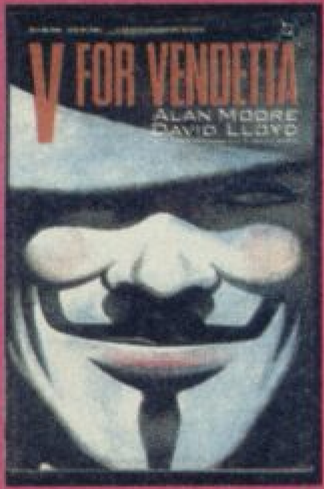


FLIP RATING
★☆☆☆☆

V for Vendetta
DC Comics/£9.95

Now we're talking quality. Alan Moore is wildly regarded as The Man when it comes to writing comics, and this eight-years-in-the-making epic does nothing to harm that reputation. Working with the master of shadowy art, David Lloyd, the Bearded One has created a rip-snorter of a graphic novel. The central character, V, is an enigma in a Guy Fawkes costume who haunts the totalitarian England of the future. Evey Hammond, one of the downtrodden masses *(Damn those downtrodden masses. Ed)* is rescued from the sinister clutches of the police by the swooping figure of V. While the forces of officialdom scurry about upstairs, fighting among themselves and trying to track down this enigmatic rebel, V gets on with educating Evey in the ways of life. This entails taking her to the brink of madness and revealing the Ultimate Truth about Everything. In the process, we find out details about V's mysterious background.

Don't worry though – *V for Vendetta* is in no way a boring diatribe. It's a weavingly plotted, fabulously illustrated, endlessly fascinating, just plain smashing read.
Best Line: "England Prevails."



(c) 1992 DC Comics

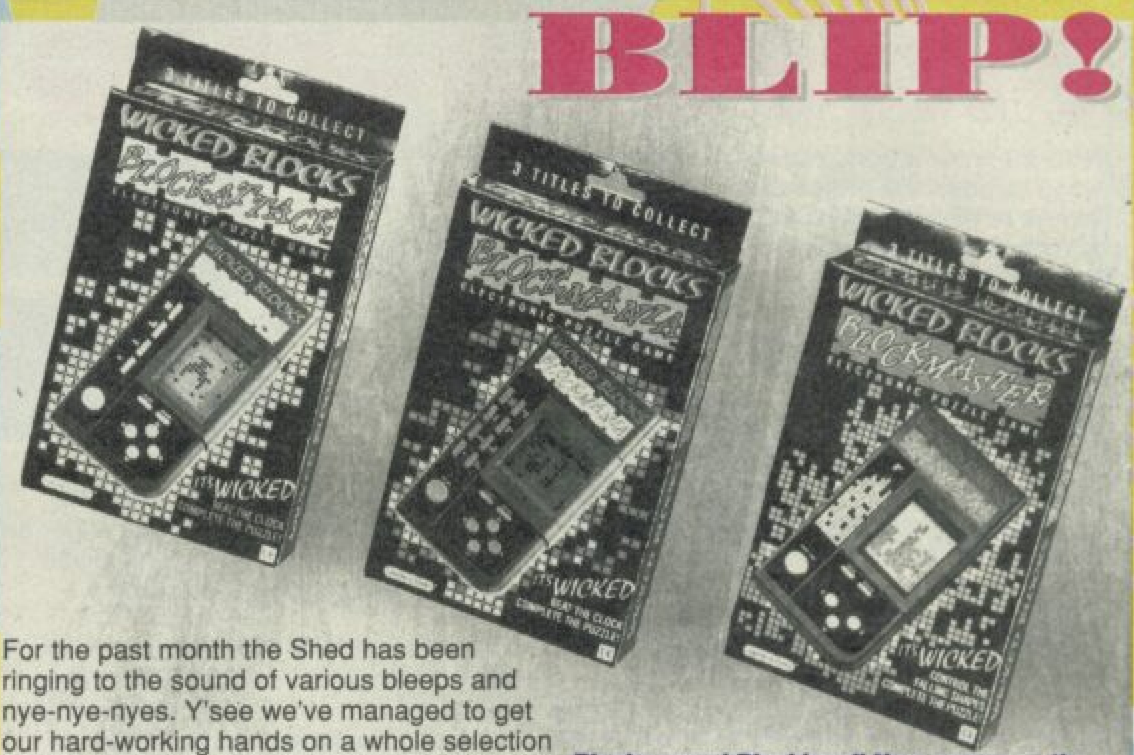
Also A for Apple, K for Kangaroo and N for Nightingale. The numbers are six and fourteen.



FLIP RATING
★★★★★

... Remember to tune in next month. Way to go!

MACHINES THAT GO BLIP!



Blocks away! Blockhead! New games on the block... *(Oh shut up, Ed)*

For the past month the Shed has been ringing to the sound of various bleeps and nye-nye-nyes. Y'see we've managed to get our hard-working hands on a whole selection of hand-held electronic games. Now, whenever anyone has a spare couple of minutes they simply pick up one of these marvy machines and start blipping away. Meanwhile everyone else gets out their personal stereos. Linda la-la-las tunelessly, Hutch raps out the latest streetcool lines and Andy O shouts out lots of stuff about anarchy. Yep, it's a fun place to hang out!

Anyway, getting back to these blipping machines, they're made by a company called Grandstand and there are all sorts of games from old faves like *Paperboy*, *Golden Axe* and *Super Sprint* to incredibly addictive little puzzlers.

For the wee gamesplayer there's a whole new range of games including *The Little Mermaid*, *Tale Spin*, *The Rescuers Down Under* and *Hook*. The games in the junior range are all quite big with nice colourful buttons and illustrations. The gameplay is easy to pick up and some of them even let you win no matter what. All these games cost around £22 and can be picked up from most big toy shops as well as department stores like Woolies and Asda.



Cute or what? Or is it puke or what? Both seem incredibly fitting to our bitter and twisted minds.

Wicked Blocks
Grandstand/£13.99

It's the puzzlers that have got us in the Shed pulling our hair out and ripping up all those old compo entries in frustration. There's *Block Master* which is basically *Tetris*, *Block Mania* where you have to completely fill the screen with blocks, and *Block Attack*. For the first few days we were convinced that these little meanies were completely impossible but perseverance paid off and we're now all committed *Block* fiends. Each *Block* game has loads of different screens, incredibly difficult time limits and those wonderful (optional) blips. Although they're all pretty splendid, a quick show of hands revealed that the Shed favourite was *Block Master/Tetris*. Irresistable!

You can get your YS-approved *Wicked Blocks* from toy shops and department stores. You won't regret it, even when you've mastered the technique you can have great fun watching your mates pick them up and, after a fruitless ten minutes, throw it down in disgust. Five minutes later, they'll pick it up again! **Linda**



FLIP RATING
★★★★★

What's whirring away on the Shed tapedeck

☆ The Disposable Heroes Of Hiphoprisy *Hypocrisy Is The Greatest Luxury* (4th & Broadway LP)
☆ Bad Religion *Generator* (Epitaph LP)
☆ Nick Cave And The Bad Seeds *Henry's Dream* (Mute LP)

THE FINE ART OF *FRISBEE-ING*



Now summer's here, there are few better ways to pass the time than to throw things at people! What more entertaining activity than to get down the park, or on the beach and lob projectiles at your friends? But beware what you throw, if you cast a handful of sticks and stones you may break their bones. And if you hurl javelins and spears in their general direction they are bound to be your bussom buddy for the rest of your life... not.

Fortunately the Americans, who take their leisure activities much more seriously than us, have invented something you can cast, toss, hurl and lob without doing too much damage.

The Frisbee



The original flying disk has its origins way back in the 1950's when students at Yale university used to throw pie tins from the Frisbie bakery to one another. Being made of metal, and intended for baking pies in rather than throwing, these tins didn't fly very well. So this dude called Fred Morisson started making plastic flying discs.

The trend caught on, and shortly Morisson sold his design to the Wham-O™ company, the people who brought the world the Hula-Hoop™, and the Super Ball™. Wham-O marketed the flying disc as the "Pluto Platter" at first, but later as they discovered the origins of the idea, they changed the name to Frisbee™. Changing the spelling allowed them to trademark the name as their own.

Before long the whole world was hurling Frisbee's at one another, and a legend was made. Wham-O were making many different models of Frisbee, the one shown here is a World Class 119g, the same model is available in several different sizes and weights, and it really is a matter of personal preference which one you should use.

The first world championships took place in 1974, and it is now possible, if you're good enough, to get your name in the Guinness Book of Records just for Frisbee throwing (but you do have to throw it quite a long way!).

How to do it

Playing Frisbee involves doing two things, throwing the Frisbee and catching the Frisbee. Okay, so this sounds pretty dull, but it doesn't have to be! There are literally hundreds of different ways to throw and catch a Frisbee. Let's take a look at just a few.



Throwing A Frisbee



The most common way to throw a Frisbee is the backhand throw, simply pick up the disc in whichever hand feels most comfortable, hold it as shown in the picture, then throw it to your partner spinning it off of your finger as you let go. A few practises will have you doing this with pinpoint accuracy.

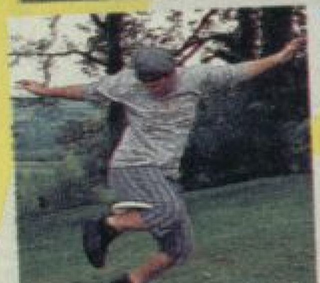
A little more tricky is the forehand throw. Hook your fingertips under the lip of the disc, and hold it as shown in the picture. Now flick the wrist and send the disc spinning to your partner. Practise makes perfect so don't worry if your first attempts go sailing off into the distance.

Catching A Frisbee

The most obvious way to catch a Frisbee is to hold out your hand and grab it as it flies past, but that's so simple we couldn't even be bothered to take a photograph of it. There are much more exciting ways to arrest your Frisbee's flight, and they look a lot cooler too! Problem is, they're all quite difficult so watch up...

- The easiest trick catch is the trap. Hold out both hands, one above the approaching Frisbee, and one below it. As the disc tries to sneak through the gap, clap your hands on either side of it...trapping it, it's called a trap, get it?





You think that was easy? You're right, so try one of these other traps.

- The body trap involves catching the disk between your legs and body as you jump up to intercept it.
- The knee trap is pretty tricky, but with practise you will definitely scab your knees quite badly, and you might even catch the Frisbee.

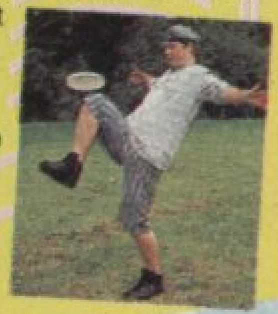
Tipping

If the Frisbee is approaching too fast, or from too difficult an angle to make an impressive catch, do not swat it out of the sky like a fly! There are ways of taming an intransigent disc.



Most popular is 'tipping', this doesn't mean paying a waiter to catch it for you!

Tipping involves hitting the bottom centre of the disc with some part of your body, so as to knock it back into the air. When it comes back down it should be a lot easier to catch.



A finger tip is straight forward enough, but a knee tip is a bit trickier to do.

Delaying

An extension of tipping is delaying the disc, which is simply (ha! Wait 'til you try it) catching the disc on your outstretched finger in such a way that it spins around on the end of your digit. This move looks very impressive, but that's because it's very difficult. Try using your finger bent over so that the nail is in contact with the underside of the disc, this reduces friction and lets the disc spin for longer.



Picking up (with) your Frisbee

After you miss a catch, you'll have to go and collect your Frisbee from where it lands, but this doesn't have to be a complete disaster! When in the park, or on the beach, play with you back to a schwing babe. When your Frisbee floats in her general direction, run athletically to retrieve it, as you bend down to grasp the disc look her directly in the eyes and say something like "Those are beautiful ear-rings you're wearing" (don't try this if she isn't wearing ear-rings, or doesn't have any ears), then while she's thinking of some stupendous put-down ask her if she wants to go see Wayne's World at the movies with you. This may not work, but at least you get your Frisbee back. And remember, there are plenty more fish in the sea, though few of them can survive out of water long enough to watch a whole



SUMMER SURVIVAL SPECIAL

How to survive holidays with your parents the Andy Hutch way

Picture the scene. Your parents announce that you're going away on holiday this year. However, rather than heading off for the Caribbean or the Canary Islands you're going to... Cornwall. You wouldn't mind so much but you've been going to the same caravan/camping site since you were five years old and it's all getting to be a bit of drag.

The first thing to do is to plan ahead. If you think about it beforehand you'll have plenty of surreptitious activities you can get up to. In fact if you think really hard about it you'll be able to avoid spending no more than a couple of days with brothers, sisters or parents.

The Essentials

○ Walkman and about 20 tapes
Remember, it's easy to get bored with the same old tapes, oh and don't forget spare batteries.

○ Ghetto Blaster
This is an alternative to the Walkman or an addition. Played at the right volume on a beach, a stereo is a great friend-attractor.

○ Gameboy or Gamegear
A lot of you have got one of these mini-console jobbies. They're a lot more practical to take on holiday than a Speccy, so if you've got one use it.

○ Various balls
Be it a football, a rugby ball or one of those funny yellow sponge balls with a weight in it, they're great for attracting other people, especially if you bounce it off their head.

○ One of those inflatable dinghies with a name like Octopus or Squid
Great for trying to surf in and even better for towing people around in.

○ Bucket and spade
Of course. Brilliant for building monstrous, enormous, huuuge sand castles with moats, battlements and little flags. The best bit's when the tide comes in and destroys it.

○ Some good books
They needn't be high-brow reading. Personally I favour either a Neil Gaiman or a Stephen King.

○ Shades
Wear these and you can look at everyone, but they won't know you're doing it. Brilliant for the beach.

Surviving the car journey

Plug in the Walkman and don't remove those headphones until you're there. Do not play I-Spy with your parents and do not shout "I can see the sea," when you're 15 miles away from the coast. Also, do not elbow your brothers or sisters while trying to gain control of the central arm rest or try and read anything (you'll get sick).

Dealing with the parents

First of all, don't annoy your folks. If you manage to stay all sweetness and light you'll be given much more space and time on your own. If you keep annoying your parents they'll drag you around everywhere with them on the grounds that you can't be trusted.

Remember, there's nothing worse than spending a hot afternoon gazing blankly into the windows of antique shops ("look at that lovely Spode commode"), estate agents ("aren't house prices cheap down here?"), DIY shops ("we could do the lounge in peach"), brass knick-knack shops ("you can just imagine a shire horse wearing all that lovely finery"), chandler's shops ("aren't speed boats expensive?"), Woolworth ("what lovely marble floors"), cack Bingo parlours ("isn't it sad, all those old ladies playing Bingo all day?"), mother and baby shop ("they can't do much business around here") and people's front rooms ("aren't the ceilings low?").

Convince your parents that you're a trustworthy dude or dudette and you'll get to spend the day on the beach or in the arcades. Whatever you do though, if your parents say that they'll meet you at a certain place at a certain time, make sure that you're there. I realise that arcade games have a strange way of warping time, but if your mum and dad are left standing on a causeway wondering if you've been swept out to sea, then you'll lose any freedom you might have won yourself.

Attracting members of the opposite sex

First of all, don't try chatting up someone who lives by the sea. These people are always thoroughly bored with the concept of the seaside and loathe all the strangers descending on their crappy 1930s beach hut mecca. You can tell these people because they hang around in groups of more than five, usually in a concrete bus stop (tastefully decorated down both sides with sea shells) and nice and close to the smelly public toilets with 18th century plumbing and 19th century toilet paper. The girls wear the kind of clothes which went out with Lulu and the boys ride their dad's Honda Express mopeds without helmets.

Your average holiday maker wears loud beach wear and cheap shades. They lie on the beach with a wind breaker around them and some twee plastic bat and ball games lying around. Every other family will have an attractive teenage daughter/son who looks completely and utterly bored and can't wait to get back to Milton Keynes. These should be your targets.

There are two approaches here. First of all, lead your parents onto the beach and ask them to set up camp right next to the object of your desires. This way the two sets of parents are bound to get talking and you can start chatting up Miss or Mr Horny. You may even be asked to 'play' together. Deviously brilliant. The other approach is for when you're parents aren't likely to chat to them. Wait until the person wanders up to the ice cream caravan and then ask them whereabouts they're from and how long they're down for. If your questions are responded to cheerfully then you can ask them to join you in a spot of Frisbee lobbing. From there everything should develop nicely.

How to survive crappy fish restaurants

This is where you'll be eating on most evenings. The rules are simple. Eat as quickly as you can and then nip into the arcade next door. Do not buy the milk shake as you won't get the frothy tasty treat illustrated on the menu, but a crappy small glass with some pink vaguely strawberry flavoured milk in it.

What about the evenings?

If you've got a dog, volunteer to walk it. Then peg it down to the beach and throw skimmers into the sea. If you haven't got a dog, then say you're nipping out to buy a magazine (YS of course) and then head for the beach or the arcades. Try to avoid the surly bunch near the public toilets.

There you go, easy-peasy! Now there's no need to lie when you get back to school and everyone askd how the holidays went. You can tell them all, with perfect honesty, that you had a great time, met some really beaut people and can't wait to go back next year.



Lisa's Inny-Outy List

IN	OUT
✓ Right Said Fred	✗ Marc Almond
✓ Ray Bans	✗ Sweat bands
✓ Windsurfing	✗ Sandles

ADVERTISERS INDEX

REPLAY

Hush, hush - whisper who dares! Who are those figures there on the stairs? It's the Replay gang! (Oh dear.)

THE SPY WHO LOVED ME

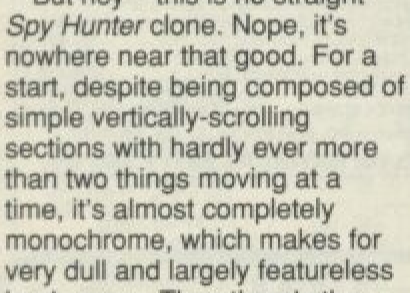
The Hit Squad/£3.99 cassette
☎ 061 832 6633

I was going to start this review by singing the title song of the movie, but I couldn't remember the words, so think yourselves lucky. *The Spy Who Loved Me*, despite being one of the older James Bond films around, is actually the most recent computer game. Not that it really matters, because the gameplay is linked to the movie in only the most tenuous way, but there you go anyway. What you get, game-wise, is a multi-sectioned game featuring *Spy Hunter*-esque driving action, scrolling speedboat antics in a *Spy Hunter* vein, and underwater shoot-'em-uppy bits strongly reminiscent of, er, *Spy Hunter*.

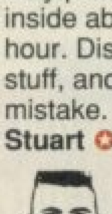
But hey – this is no straight *Spy Hunter* clone. Nope, it's nowhere near that good. For a start, despite being composed of simple vertically-scrolling sections with hardly ever more than two things moving at a time, it's almost completely monochrome, which makes for very dull and largely featureless landscapes. Then there's the sound. It starts off promisingly (in 128K mode, at least) with a moderately funky version of the James Bond theme, but as soon as the program has to produce any other sound effect at all, the music stops in mid-bar and doesn't come back again, ever. The gameplay itself is hideously dull, and amounts to nothing more than learning the road/river/baddie layout of each level and remembering it. Since the most complicated thing you ever have to remember is whether to go left or right, this isn't too tricky a task, and if you've got plenty of time on your hands you'll finish the game the day you buy it.

'But Stuart', I hear you all cry, 'If the game's so short and easy, why do we need plenty of time?' Ah well, my little Honey Nut Loops, the reason you need plenty of time is that whenever you lose all your lives (not a very hard thing to do), you have to rewind the tape back to the beginning and start the entire game all over again. Yes, even on 128K machines. Since loading a single section takes longer than your game will have lasted, this quickly gets very wearing indeed. And since there's nothing in the game to make it worth all the faffing about, you'll very probably give up inside about half-an-hour. Dismal stuff, and no mistake.

Stuart



But while everyone's attention was on Tarquin, Jerry slipped away on his boat.



26°

BLIM!

When Bond creator Ian Fleming died, it's rumoured he was close to completion of a new Bond flick set in a secret agent's retirement home. Sadly, 'Bond – Age? Up Yours!' failed to attract major financial backing and will probably never be seen.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

YS MEGAGAME

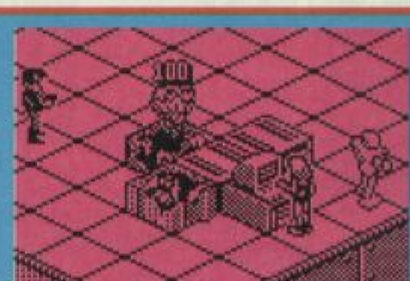
Hit Squad/£3.99
☎ 061 632 6633

Ah, now I *lurve* this one. It's sort of like a really good wedge of cheese. When you first take a nibble, it's quite nice. Then you put it away for a bit and forget all about it. Finally, you stumble across it again, take another nibble and find that it's matured remarkably well. Unless, of course, it's gone all green and damp and mouldy. In which case, you probably wouldn't nibble it, but drop it quickly into a bin. Maybe the cheese analogy wasn't such a good idea. I think I'll get on with the review now.

I first encountered the epiglottis-wrecking *EFTPOTRM* back in issue 76, as part of the *TNT 2* compilation. I thought it was a fairly good isometric 3D shoot-'em-up, and gave it 72 degrees. But now (now! Now!) I've changed my mind. The fast dashabout action really gets the pulse a-racing, and the squodgy dollops of humour add a real buzz to the gameplay. In two player mode the game's a complete scream and the whole thing is more addictive than, well, a one player game of *EFTPOTRM* really.

Yes sir, I've seen the light where this game is concerned. Rush out and buy it right now. If you don't like it, toss it lightly into a cupboard for two months and try again. You'll be hooked. Yes you will.

Jon



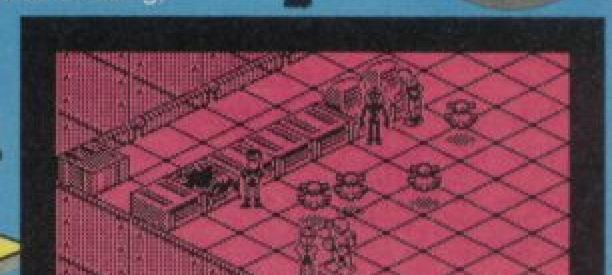
On the whole, Robert had done rather well out of life, even with the giant "100" stuck to his head.



90°

BLIM!

Escape From The Planet Of The Robot Monsters isn't the longest Speccy game title in history. That honour belongs to *The Astonishing Adventures Of Mr Weems And The She Vampires.* Bad luck!



Wembley threw a tantrum while upstage, Nick and Lorna played a quick burst of "Strawberry Fair" on a row of toasters.

SHADOW WARRIORS

The Hit Squad/£3.99 cassette
☎061 832 6633

This game has long been acclaimed as one of the Speccy's prettiest beat-'em-ups, and something of a technical achievement to boot. It's stuffed with lots of huge multi-coloured sprites which leap around all over the place without all that ugly colour-clash nonsense. It's not a bad conversion of the original Tecmo coin-op either, but it all starts to go a bit wrong when you remember that said coin-op was a complete load of old tosh...

The big problem with *Shadow Warriors* is much the same as the one with *Golden Axe* (reviewed two issues ago) – there's almost no skill involved in playing it whatsoever. In fact, in one respect it's even worse. While in *Golden Axe* the mainstay of your strategy was walking up to the bad guys and hammering the fire button repeatedly, in *Shadow Warriors* it's not even that complex – a couple of tweaks on the joystick get your character moving, then you can keep up a constant barrage of athletic kicks and punches simply by holding the fire button down. Any enemies who walk into the onslaught get creamed, and you're basically only in trouble if two of them attack you at once from opposite sides. If that happens and one of them actually scores a hit on you, your character gets completely paralysed and can't move again until he's taken another couple of hits and lost a unit of energy, at which point you simply launch into the old limbs-a-flailing routine again until you've eliminated all opposition by a simple matter of attrition (they've got you outnumbered, but you've got multiple lives and about a thousand continues – ha!).



"Hello! I wonder if I could interest you in this lovely leather-bound set of encyclopaedias? They are an investment in your children's futures."

Still, there is a bit more to the game than with *Golden Axe*. The scenery is interactive, which means you can leap up and down on roofs and walkways to avoid baddies, swing from lamp posts to kick 'em in the chops, or send them crashing into telephone booths to reveal power-ups and bonus items. There are a few nice touches later on too, such as the huge cars which drive 'into' the screen, turning crossing the road into a highly dangerous pastime, or the big nasties who thwack you around with telegraph poles. Other than that it's all incredibly repetitive, pretty confusing and definitely uninspired stuff.

Stuart ✪



51°



"Hello! I wonder if I could just hit you on the head with this pipe and push your friend into traffic? It's an investment in your children's futures."

BLIM!

The Shadow Warriors were an elite band of 13th century Japanese samurai who killed their enemies by sneaking up behind them at night and scaring them to death by making incredibly frightening shadow animals on the walls.

MANCHESTER UNITED

GBH/£3.99 cassette
☎0742 753423

The 'player manager' genre is a bit of a neglected one as far as Speccy football games go, in fact off the top of my head this is the only title I can think of where you get to pick the team and actually play in it if you want to as well. It's number one in a field of one, then, but is it any good in its own right? Well, no, not really. For a start, there's not all that much you actually get to do in the management capacity. You can pick your team (from a selection of around 16 players – lots of scope there, I don't think), choose your playing formation (not that it seems to have any real effect on the play), do a spot of training or transferring and that's about it. While this does make for a nice accessible game with none of the hideously dull number-crunching and statistic-studying that ruins so many pure management games, it doesn't make for much in the way of intriguing strategic depth, so after a while you'll probably get totally bored with the management side and start to concentrate on the arcade bit.

Unfortunately, the arcade bit is significantly worse. The graphics are indistinct and clash horribly, although there's a clever practical touch in the way that the clash changes according to which side is actually in possession. The system of kicking the ball is confusing and imprecise, and the game frequently degenerates into a long-range passing match between the two goal keepers. The goalkeepers, incidentally, are extremely talented chaps, which means that most of the games you'll play will end up in 0-0 draws.



Bill: I know only you will be reading this. The last two months have been the happiest of my life. Will you marry me? Alicia.

To be fair, you can alter the difficulty level by reducing the talents of either your or the computer's team (either as a whole or by, say, making just the computer's defence much weaker), but this smacks of cheating to me. Where's the fun in beating a side that you've just programmed to be only 50% as good as your team? And there's a really annoying bug whereby when a goal is scored (or a goal-kick conceded or whatever), the game stops until the referee retrieves the ball and carries it back to the centre circle. While this is a niggling but minor irritation in itself, it's compounded by the fact that the clock doesn't stop while it happens – if you're playing the game at the shortest time setting, it's very easy for a third of the entire match to be spent watching the ref running up and down the pitch instead of actually playing.

As Ron Atkinson himself might say, nice try but no cigar.

Stuart ✪

45°



Twig was in the clear, with only the goalie to beat. Suddenly and without warning lots of little boxes jumped on him and refused to let go unless he wrote home to mother.



BLIM!

Manchester United – a bunch of lily-livered bottle merchants or what?

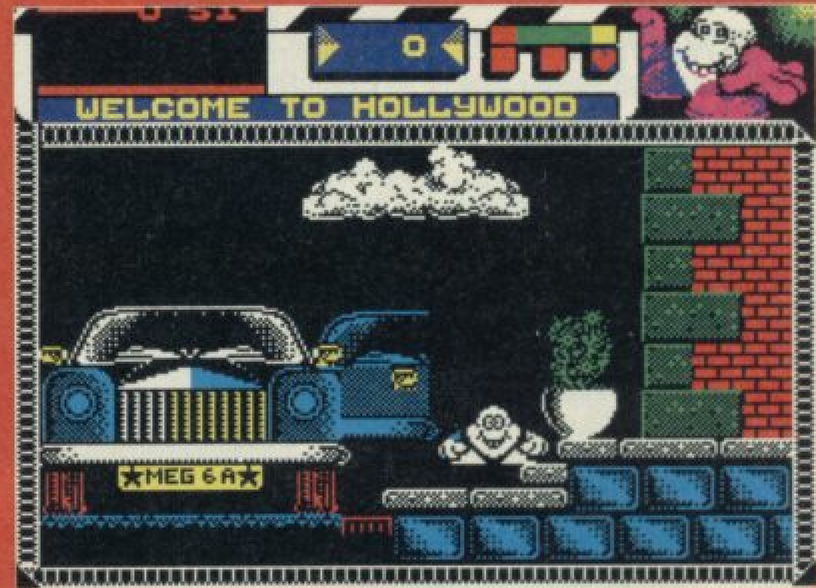
SEYMOUR GOES TO HOLLYWOOD

CodeMasters/£3.99 cassette

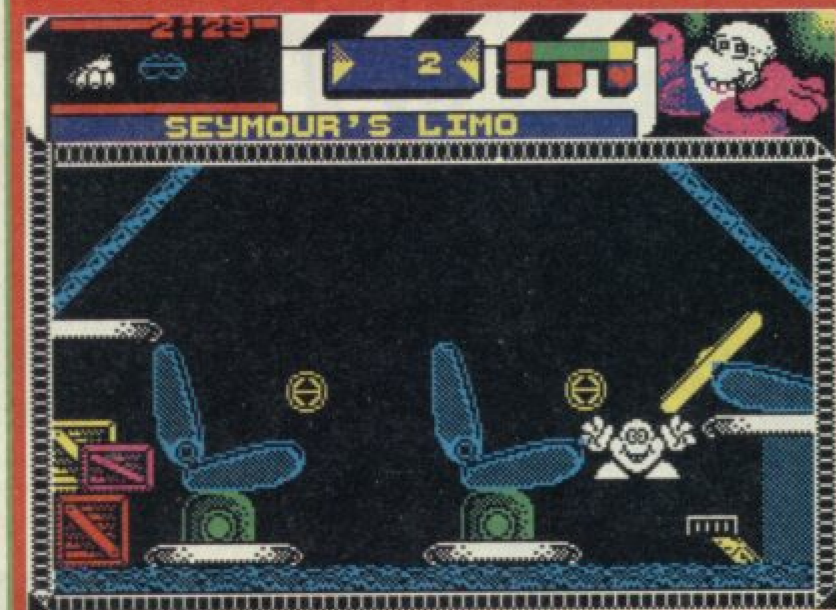
"*Seymour* is completely brilliant. It's packed with great graphics, it's got a kickin' soundtrack and it's very, very playable. 90%". That's what the back of the inlay quite rightly quotes YS as saying from the last time we reviewed it back in the December issue, so, er, quite why I've been sent it again even I would be quite intrigued to know. Here then is Andy with an explanatory bracket to clear things up entirely. (Pssst. That's you, Andy). *(Ermm.. it's being re-released Rich. Ed)*



So whatever reason Andy just gave is the reason that we're reviewing *Seymour* again, which I'd say seems good enough reason as any. Following direct head-swop operations with the programmers of *Dizzy*, the people behind *Seymour* have made their main character a blob on legs and stuck him in a flip-screen arcade adventure. Seymour has just been sent to Hollywood to star in his latest block-busting movie you see, the director has gone missing and only you can save the day. As ever, this is done by collecting objects and using or giving them at the correct place.



Hattie was not a cloud to be easily pleased. She had spent Tuesday passing over Chester in a bad mood and now found herself floating pointlessly above a sentient blob of lard with hands. Life's like that.



Seymour jumped up and down on the accelerator. Then he twiddled the gear stick. Next, he jerked the steering wheel, turned on the windscreen wipers, beeped the horn and fell off the seat. Surprisingly, he crashed at the very next corner.

"As ever"; those words rung round my head minutes after commencing play. I don't know about you but personally I'm growing a little weary of all these CodeMasters arcade adventures – it's just that, especially puzzle-wise, they are all so similar. Obviously no one else agrees with me here, they always get rave reviews and sell like hot cakes. It's just that after the step forward of *Slightly Magic*, *Seymour* seems like a bit of a giant and somewhat Dizzy leap back. But if that doesn't bother you (and providing you can keep your eyes off the complete solution in the February issue) then there's at least three quid's worth of fun to be had here.



Rich ✪





PUFFY'S SAGA

The Hit Squad/£3.99 cassette
☎ 061 832 6633

Back in the late eighties everybody was doing it. *Gauntlet* clones, that is, of which *Puffy's Saga* was the 'cute but weird' contribution from that reputable firm of French people, Ubisoft.

Imagine, if you will, the original *Gauntlet* and prepare to make a few notable changes. Firstly, reduce things to one player only. A tall order, one might think, especially as *Gauntlet* boasted one of the most fun two-player options ever on the Speccy, or at least it did until you just got rid of it. Next, fiddle about with the gameplay a bit; instead of aiming to locate the exit of each level, shooting things on the way, stick in a small number of *Pac-Man* type dots instead. Now to advance a level you have to scoff all the dots (with some dots rewarding you with maps or firepower) so feel free to considerably tone down the maze element of the game.





"Ha ha!" cackled the evil villain, his black cape a-fluttering in the breeze. "I'll get you, my pretty!" But Sarah was not a girl to be treated in this contemptible manner, so she ran him down with a handy tractor.

By now two pictures should have formed in your head – a gleaming, beautifully framed oil painting of *Gauntlet*, and a rather tatty, dog-eared preliminary sketch of *Puffy's Saga*. Tragically, a vicious circle seems to have formed. If you've played Speccy *Gauntlet* before then *Puffy* will seem slow, jerky and unexciting and graphically far inferior in comparison. If you don't already own *Gauntlet* then that along with *Deeper Dungeons* and *Gauntlet 2* are available as a package for four quid on the Kixx label – as much overhead-scrolling shooting as you could ever get (and would probably ever want) for the money. My advice? Well, I haven't got any really. I just wouldn't bother with *Puffy's Saga*, that's all.





Rich ✪

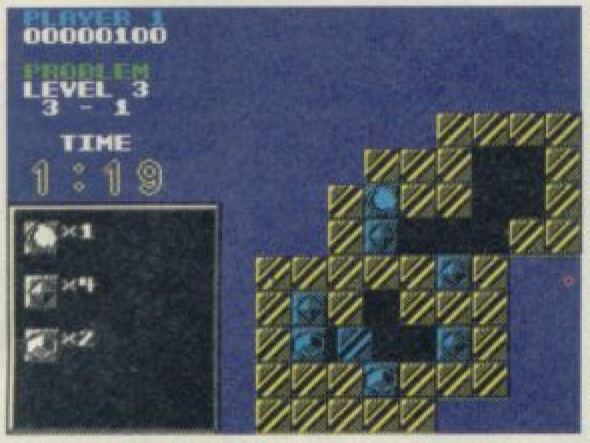




PUZZNIC

The Hit Squad/£3.99 cassette
☎ 061 832 6633

After *Tetris* made it big a couple of years back, the arcades were briefly over-run by abstract puzzle games attempting to capitalise on its success. Although many of them were simply slight rewrites of *Tetris*, there was the occasional gem to be found too, and *Puzznic* was one of those. The idea's a simple enough one – you're presented with a screen containing a number of blocks with various symbols on them. If, by moving the blocks around (in accordance with the laws of gravity), you can bring two (or more) blocks of the same pattern together, they disappear. If you can completely clear a screen of blocks, you move onto the next screen. And that's it. The only thing approaching a complicated rule is that sometimes a screen will have an odd number of one (or more) type of block, meaning that you have to make three blocks touch simultaneously if you're not to be left with a 'widow' which will make the screen impossible to complete.



Simpson, Gerald and Leathney-Loakes went cycling one day and had a nice picnic.

Of course, the fact that the rules aren't complicated doesn't mean that some of the screens aren't. In fact, some of the later levels in *Puzznic* will tax your powers of perception and planning more than just about anything else you've ever seen on a Speccy. The only thing that taxes your lateral thinking capabilities anything like as much as this, in fact, is probably *Lemmings.*

Puzznic is quite slow-moving stuff but the time limit, and the fact that a single mistake can be enough to make many of the levels completely unfinishable, lends it a sense of urgency and addictiveness that you might not expect from it. While it misses the bright primary colours of the arcade (or other computer) versions, the graphics are still clear enough for you to see what's going on, and even if you can't (like if you've got some ultra-black shades on or something), you can switch the display at any time so that the different kinds of blocks are represented by numbers instead of geometric shapes. The whole thing is very user-friendly, but if you fancy yourself as a bit of a puzzle-game champ, this could just be the thing to take you down a peg or two.
Stuart

BLIM!
The *Puzznic* coin-op featured backdrops of pretty Japanese girls who, er, took their clothes off whenever you completed a round. Oddly, these haven't made it into the Speccy conversion...



85°

Dizzy Down The Rapids

Code Masters/£3.99 cassette
☎ 0926 814132

Have the Codies flipped, or what? First they blatantly ripped off *Bomb Jack* with *Super Seymour Saves The Planet*, and now they've pirated the ideas behind *Toobin'*. I thought this sort of blatant rip-off went out of fashion in 1984. Anyway, you play the indestructible ovoid (and his gal Daisy if you've a pal handy) and you have to paddle your way down an endless river. Luckily, you've had the foresight to pack your barrel with a load of apples, as it turns out the river is full of nasties, all hell-bent on having an omelette supper.

The graphics and sound are bright and cheerful, with loads of fluffy effects and squeaky noises respectively. The actual gameplay, I can't quite make up my mind about. I really liked *Toobin'* – it was spectacularly good fun whizzing along, dodging nasties and scraping through narrow gaps – so logically, I should be flipping over *DDTR*. You've probably guessed that I'm not, and the embarrassing thing is, I can't quite put my finger on the reason. Perhaps it's something to do with the control method – in *Toobin'*, you rotated your, um, toob, then moved it forwards. In *DDTR* you simply move in four directions, and sadly this takes the manic urgency out wibbling around the screen. In addition, the whole game seems to move much more slowly than *Toobin'* – it's really more like *Dizzy Down The Municipal Boating Pond.*


Are those barrels? Or are they sticks of dynamite? Does anybody care? Oh.

DDTR isn't a bad little game – it's quite fun with two players, and will probably be a smash hit with teeny Dizzy fans. It's just that if you're going to rip off a game, why not do it properly?
Jon



65°

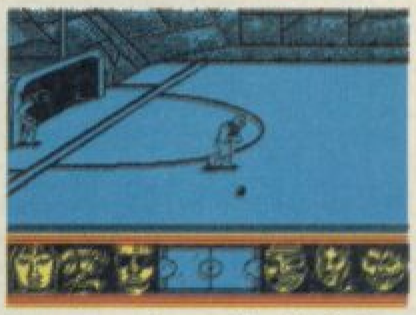
SKATE WARS

The Hit Squad/£3.99 cassette
☎ 061 832 6633

When I was a young lad (we're talking quite some time ago now, but bear with me), some of my friends and I used to play the imaginatively-named game of Two-A-Side. This involved two teams of two players playing football on an ordinary full-sized pitch and it was brilliant fun, although you got completely and utterly knackered after about an hour. For such a simple game, the tactical depth which could be employed was quite considerable – do you keep one player in goal and send the other one out by himself to do lots of clever Brazilian-type solo runs, or do you both play outfield, making lots of clever passing moves but risking having an undefended goal if you lose possession? Or did you just hang back for most of the game and let the other team attack until they were completely exhausted and then run rings round them for the last ten minutes and score half-a-dozen goals? The permutations and strategies were endless, and I often wonder nostalgically why nobody seems to play the game anymore.

Now I know what you're thinking. 'Yes yes, Stuart', you're thinking, 'This is all unbelievably interesting and everything, but why don't you shut up about when you were a little boy and tell us about *Skate Wars*, hmm?" Well, there's a very good reason. *Skate Wars* is rubbish and I thought you'd be much more interested in fascinating tales of my younger days, that's all.

Actually, that's not strictly true. *Skate Wars* is, in fact, Two-A-Side on a Speccy. Oh yeah, there's a bit more to it, like the fact that one of your team's players does indeed stay in goal all the time, or the fact that you can tackle your opponent by doing a flying kick on him, or even the obstacles which litter the pitch on the higher levels (a bit like the rocks and potholes which used to be found on our one, actually), but basically it's the same thing. It's just jerky, boring, crap to control and almost totally pointless, that's all. **Stuart**


It was a rough, exciting life in the rink. Unless, that is, you were the ball. Tragically, Hob was the ball.

BLIM!
Another really interesting game I used to play when I was little was 'Who Can Wee The Highest Against A Wall'. But you don't want to know about that.



42°

WHERE ARE THEY NOW?

Join hosts with the most, Hutch and Jon, as they continue their investigations into the heroes of yesteryear. Hurrah!

Lunar Jetman

Definitely a hero of his time, Jetman's single claim to fame was that he had a Jetpack. He did however use it to great effect by zipping about the surface of the moon and locating a missile base. Of course the most exalted portion of his short-run appearance on the moon was the fabled 'trailer'. This natty piece of kit was supposed to be located somewhere on the moon, but nobody ever managed to locate it. Until today, that is.

YS can exclusively reveal that Sidney Toadhorn, a Key grip and Set dresser, completely forgot to put the trailer in the rocket which powered Jetman a lá lune. This was discovered too late and it was sold off to John Noakes, cheap like. John was most pleased with his purchase though Shep was said to be largely ambivalent about its colour scheme.

Spy vs Spy

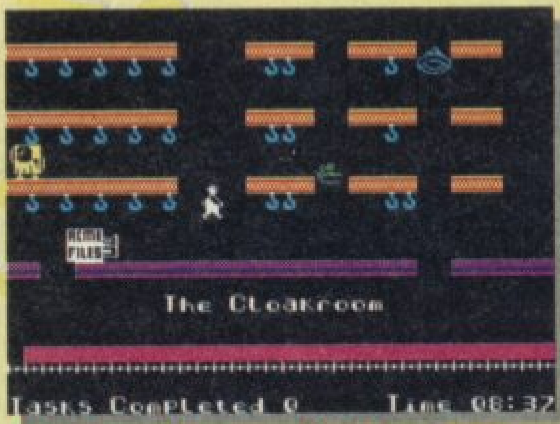
What merry japes the two spies had. During the happy years of the iron curtain and massive state funding of espionage activities, our two heroes waged a private war against each other. They eschewed the normal spy equipment such as poison-tipped umbrellas in favour of more home-spun weapons like sticks of dynamite and covered holes in the ice. After the Berlin wall came tumbling down (hey! rock 'n' roll), they bought a piano shop in Amsterdam and sold Steinways to the rich and tone deaf. Their biography was released last year by Harper and Farter and revealed, amongst other amazing facts, that their first names were Iggy and Lionel.

Dr What

Poor old Dr What was involved in the unfortunate time travelling conundrum of self-splitting. He became a four-part person comprising Doctors What, Where, When and Why. He was sued in 1982 by Doctor Who for using such an obviously crappy pun on his own name. Dr What retired in 1983 a broken and poor man. The world did not mourn.

Technician Ted

The hero of The Chip Factory and Costa Capers, Ted Wombly has been the subject of three books. The first, Lisa Beefburger's



And as Merry Len plunged to a messy doom, only one thought was going through his mind. However, we've no idea what it was. Sorry about that.

"Ted," is a straightforward account of his battles against the malevolent creations that he was destined to confront. The story touched the hearts of the nation, and for a few months Ted was very famous indeed.

Then came the second book. In "Ted: A Commie Agent, Or What?" Niles North proposed an amazing theory; that Ted's battle to outwit his boss was in fact a propagandist diatribe against capitalism. Ted, as "the working class," was rebelling against Mr Boots, "the ruling class," and generally behaving in an antisocial manner. When Niles's theory was released, pandemonium reigned. Ted was rushed out of the country for his own safety, and immediately set about writing his own version of events.

"The Truth About Ted" cleared our hero in the eyes of the world, revealing that the whole scandal had been cooked up by Niles in an attempt to raise enough money so he could change his name, as he was fed up with being mistaken for the secret identity of a Marvel superhero.

Magic Knight

Ernest Belvedere was a hardened mercenary who fought in the thirteenth century for whoever paid the highest wage. His amazing ability to survive even the most pitched battles earned him the nickname 'The Magic Knight.' A promising career of death and destruction was cut short when Gimbal the potty wizard accidentally shot MK into the time lanes. Finding himself trapped in a seemingly never-ending series of cute puzzle games, MK eventually escaped back to his own era, sought out Gimbal and killed him. The Magic Knight is



Ernest the deer peeked cheekily through the living room wall. "Hello," he said at Sasha as she passed. Sasha looked around in some bemusement. Ernest was highly pleased.

now remembered with affection by the people of Cheshire, who don't like wizards or people named Gimbal either.

Gulpman

Famous for starring in the seventh Speccy game to be written, Colin P Gulpman started his career attempting to emulate the success of his hero and mentor, Pacman. After a bit of bother with four killer faces and an orchard, Gulpman went on to study investment brokering at Mister Fishlock's Highly Expensive Night School in Leamington Spa. He discovered that the world of high finance was indeed just the place for him, and so bowed out of the software scene after but one game. In 1985 he was interviewed by Timmy Sandcastle of Big Money magazine, and revealed that typing EVERYONE'S A NERVOUS WRECK on *Gulpman*'s options screen causes the game to flip into rainbow processor isometric 3D mode.



It really is true. If you type the password on the options screen, *Gulpman* flips into 3D mode. Honest. Would we lie to you?

Next month we quiz, probe and question to find out who tripped Zola Budd and exactly what did happen to Captain Pugwash?

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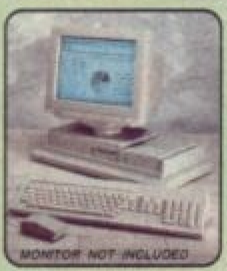
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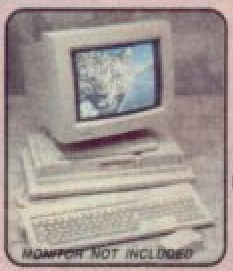
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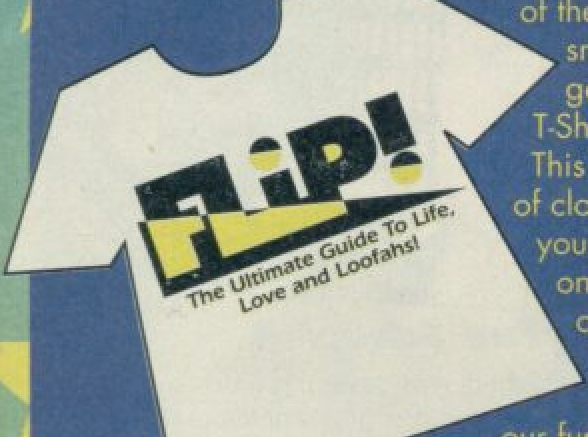
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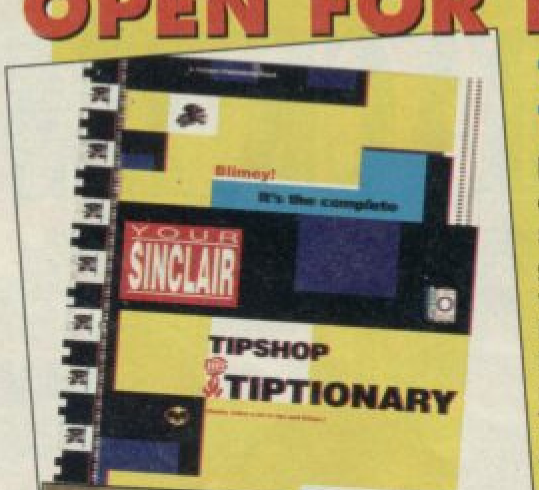
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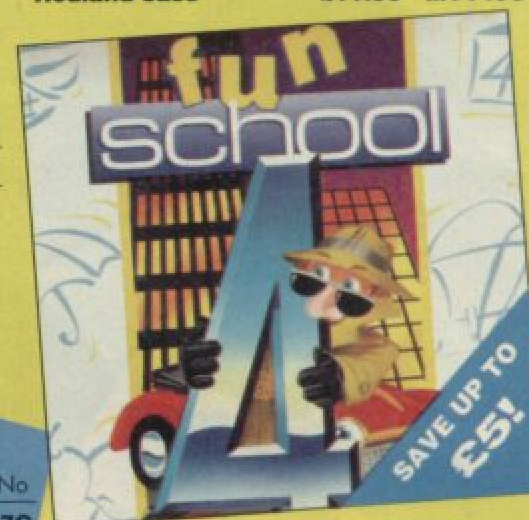
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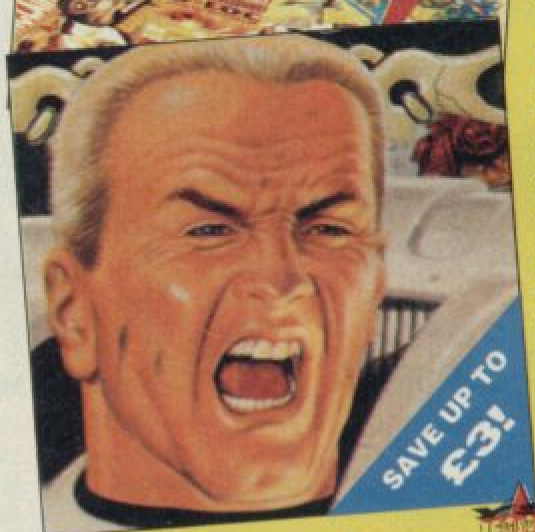


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